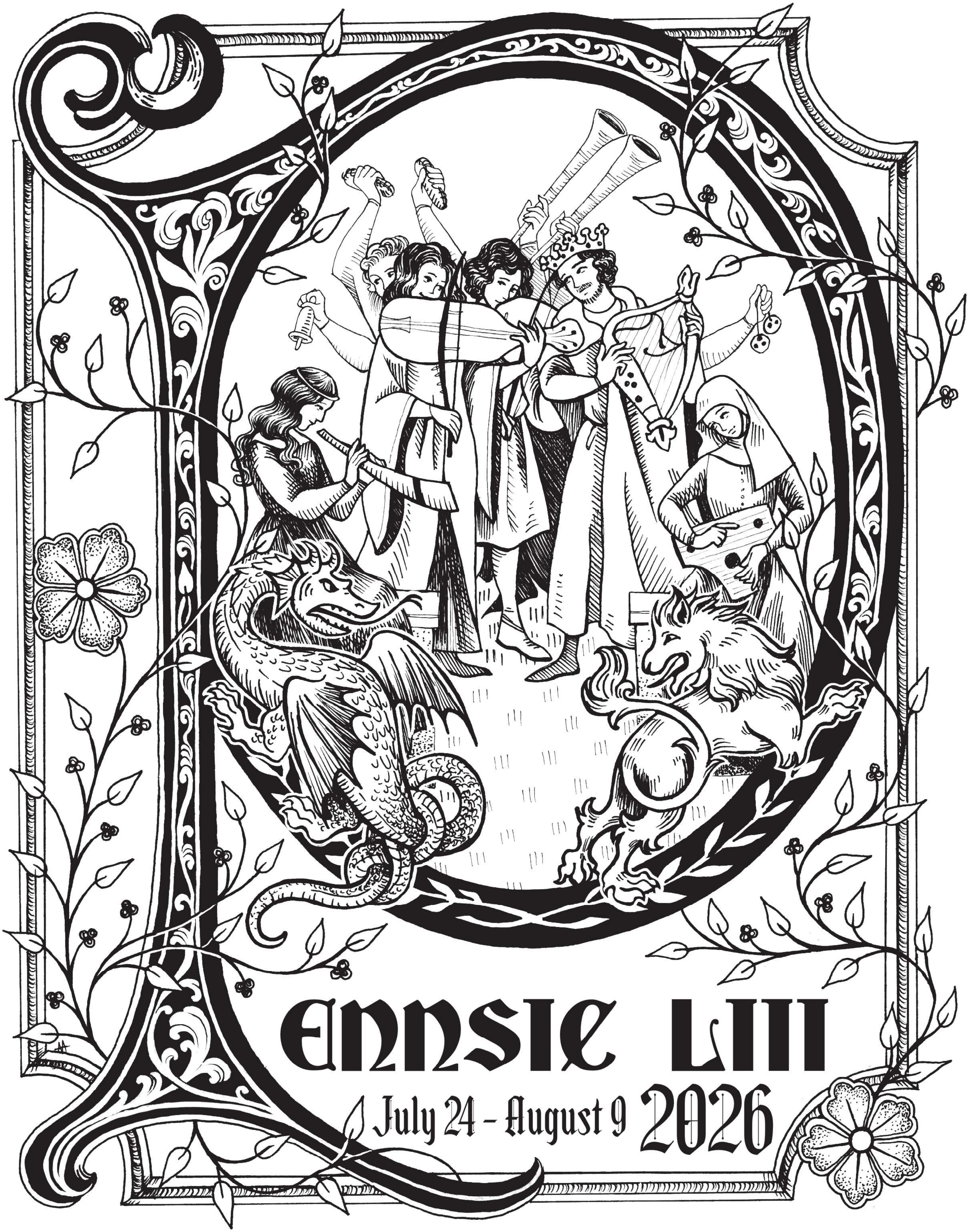

Pennsic LIII

July 24 – August 9 2026

TABLE OF CONTENTS

Royal Welcomes ... 4
From the Mayor ... 5
Royalty in Attendance ... 6
Pennsic 53 Staff ... 7

SITE RULES AND POLICIES ... 10
Site Exit Rules ... 25

ACTIVITY SCHEDULES

Overall Schedule of Events ... 3
Battlefield Activity Schedule ... 36
War Points Schedule ... 63
Family Activities Schedule ... 65
Dance Ball and Revel Schedule ... 72
Performances ... 74
University Classes ... 78

MAPS

Battlefield Tents ... 42
Tech Services, Pennsic University Class Locations ... 76
Town Hall, Heralds' Point, Playground ... 76
Campground Map ... back of the book

ZONING & PLANNING/For Land Agents ... 26

EVENT RESOURCES

Registration Point ("Troll"/Check-In) ... 27
Newcomers' Point ... 27
Bus Tracker ... 29
Accessibility Assistance ... 30
Heralds' Point ... 30

EVENT SAFETY ... 31
The Watch ... 31
First Aid Point/EMS/Filtered Water Stations ... 32
Traffic & Parking Enforcement ... 33

INFORMATION SERVICES/TOWN HALL

Information Point/Town Criers ... 33
Lost & Found ... 34

MARTIAL ACTIVITIES ... 35
Marshaling Conventions ... 43
Armored Combat ... 45
Combat Archery ... 47
Siege Combat ... 49
Rapier/Fencing Combat ... 51
Thrown Weapons ... 54
Water for the Battlefield ... 54
Target Archery ... 55
Youth Armored & Rapier Combat ... 58
Armored Steel Combat ... 60
Pavilions on the Battlefield ... 61
War Point Scenarios ... 62

CULTURAL AFFAIRS ... 64
Family Point ... 64
Arts & Sciences Display ... 69
Middle Eastern Arts ... 70
Medieval Games ... 70
European Dance ... 71
Performing Arts ... 72
Known World Choirs ... 75

PENNSIC UNIVERSITY ... 77
University Daily Class Grids ... 78
University Class Descriptions ... 118

OTHER TOPICS

Site Medallion Design ... 5
Pennsic History ... 5
Find Where a Group is Camping ... 25
Helpful Hints for Those New to Pennsic ... 28
What are Peace Week & War Week? ... 28
Campground Amenities ... 29
Sign Language Services ... 31
Pennsic Mentorship Program ... 34
Paladin's Pantry—Food Donations ... 173

BULLYING POLICY—THE SCA PROHIBITS HARASSMENT AND BULLYING OF ALL INDIVIDUALS AND GROUPS. Participants engaging in this behavior are subject to appropriate sanctions. If you are subject to harassment, bullying, or retaliation, or if you become aware of anyone being harassed or bullied, contact a seneschal, the President of the SCA, or your Kingdom's Board Ombudsman. **While at Pennsic, you may also inform the Watch or the seneschal on duty.**

Statement of Ownership: This is the Event Guide for Pennsic War 53, an annual event sponsored by the Kingdoms of the East, Middle, and Æthelmearc of the Society for Creative Anachronism, Inc. It is available from the editor, Marla Lecin, publications@pennsicwar.org. The Event Guide contains the specific rules and policies for Pennsic War 53. It is not a Corporate publication of the Society for Creative Anachronism Inc., and does not delineate SCA policies.

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The information contained in this publication can also be found on the Pennsic War website, www.pennsicwar.org. Class and activity schedules are at pennsicwar.org/THING. The information on those websites (including the Site Rules) is to be considered the most current and up-to-date. Please respect the legal rights of our contributors. For information on reprinting artwork from this publication, contact the editor, who will assist you in contacting the original creator of the piece.

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EVENT GUIDE

THIS EVENT GUIDE IS AVAILABLE ONLINE AT [PENNSICWAR.ORG/BOOK](http://pennsicwar.org/book), AND MAY BE REPRINTED.

OVERALL SCHEDULE OF EVENTS

JULY 27, 28, 29, 30, 31, AUGUST 3
11 am Crafters' Green (Mid Royal W01)

WEDNESDAY, JULY 29
9am Newcomers' Tour (Downtown)
11am Pennsic Mentorship Pgm(Tent 12)
9pm Open Dancing (Dance Tent)

THURSDAY, JULY 30
12pm Bog Barter/Swamp Swap (Bog U)
1pm Kids' Garb Swap Meet (Family Pt)
9pm Open Dancing (Dance Tent)

FRIDAY, JULY 31
9pm Early Bird Ball (Dance Tent)

SATURDAY, AUGUST 1
7am Fun Run/Marathon (1st Aid Point)
10am Ullr's Games Archery Challenge
10am KW Armored Novice Tourney
12pm Baronial Rapier Champs Tourney
2pm Newcomers' 101 (Downtown)
2pm Meeting of the Crowns (Mid Royal)
6pm Opening Ceremonies (Fort)
7pm Æthelmearc Gaming Party (N04)
8pm Royalty Cocktail Hour (Æ Royal)
9pm Red and Gold Ball (Dance Tent)
9pm East/Midrealm Bardic Showcase (Mid Royal W01)

SUNDAY, AUGUST 2
8am 12th Pennsic Period Archery Shoot
9am Kids' Garb Swap Meet (Family Pt)
9am Heroic Head-to-Head Shoot
10am Allied Champions Battle
  Unbelted Champions
  Unbelted Alternates
  Belted Champions
12pm Rapier Champions
  Rapier Alternates
  Cut & Thrust Melee
1pm Newcomers' 101 (Downtown)
1pm KW A&S Display (Great Hall)
1pm Baronial Archery Champs Tourney
1:30pm Armored Heroic Champions
  Rapier Heroic Champions
  Armored Youth Exhibition
1:30pm Runestone Bardic Circle
2pm ME/World Dance Expo (3 Crowns)
3pm Intercollegiate TW Tourney
5pm Helgaball (Battlefield West)
8pm Beginners' Ball (Dance Tent)

The "3 Crowns Stage"
is in the Performing Arts Tent
in Pennsic University

* * *

"Downtown Campus" classes
are next to the playground

MONDAY, AUGUST 3
9am Pennsic Mentorship Pgm (Tent 12)
9:30am Arts & Sciences Champions
10am Armored Bridge Battle
10am Best of the KW Rapier Tourney
11pm Newcomers' 101 (Downtown)
1pm Rapier Stronghold Battle
1pm Intercollegiate Armored Tourney
5pm Æthelmearc Kids Party (N04)
6pm Royal State Dinner (EK Royal E06)
7pm Newcomers' Party (Mid Royal W01)
8pm Æthelmearc Party (N04)
9pm Italian Revel (Dance Tent)

TUESDAY, AUGUST 4
9am Archery Champions
10am Baronial TW Champs Tourney
10am Intercollegiate Rapier Tourney
10:30am Armored Woods Battle
10:30am KW Youth Rapier Tourney
12am Baronial Youth Champs Tourney
12pm Barter Town Meet-up (Great Hall)
1:30pm Rapier Woods Battle
1pm European Music Expo (3 Crowns Stg)
2pm Newcomers' 101 (Downtown)
3pm KW Harp Celebration (3 Crowns Stg)
3pm SCA 2nd+ Gen. Mixer (Mid Royal)
5:30pm East Kingdom Royal Court (E06)
6pm Æthelmearc Royal Court (Great Hall)
6pm SCA 60 Year Celebration (Fort)
9pm Clan Blue Feather Ball (Great Hall)
9pm Meridian Hafla (N03)

WEDNESDAY, AUGUST 5
9am Baronial Armored Champs Tourney
9pm Known World Rose Tourney
10am Children's Fete (Great Hall)
12pm Intercollegiate Archery Tourney
2pm Children's Water Battle (Fort)
3:30pm Crow Party (Great Hall)
4pm Rose/Consort Happy Hour (Æ Royal)
4pm KW Webminister Social (Tent 2)
6pm Ansteorra Chili Night (N06)
6pm Atlantia Royal Court (Great Hall)
9pm Grand Masked Ball (Dance Tent)
Evening—Midnight Madness (Market)

THURSDAY, AUGUST 6
8:30am Thrown Weapons Champs
10am Combined Castle Siege
10am All Ages Revel (Dance Tent)
10am Intercollegiate A&S (Great Hall)
12pm Youth Combat Castle Battle
1pm Æ Rapier Novice Tourney
1pm Royal Consorts' Tea (Mid Royal)
2pm Lost & Found Auction (Great Hall)
3pm CA/Siege Battle
6pm Calontir Royal Court (N05)
6pm Northshield Royal Court (E02)
6pm Trimaris Royal Court (W17-2)
6:30pm Ansteorra Royal Court (N06)
6:30pm Mid. Royal Court (Great Hall)
8pm Calontir Party (N05)
9pm Æthelmearc Bardic Circle (N04)
9pm Open Dancing (Dance Tent)

FRIDAY, AUGUST 7
10am Armored Field Battles
1pm Rapier Field Battles
3pm Closing Ceremonies (Fort)
7:30pm Known World Players present "Twelfth Night" (3 Crowns Stage)

WAR POINT EVENTS ARE IN BOLD

Populace Archery Shoots
August 2, 3, 5, 6:
Practice from 9am—11am
Shoots from 11am—5pm
August 7: Shoots from 9am—1pm

Populace Thrown Weapons
August 2, 3, 4, 5: 10am—4pm
Thurs. 8/6: 1—4pm

See the Table of Contents for other activity schedules

The most up-to-date listings are at Pennsicwar.org/THING

THING

Create an account to log in and search for activities

ROYAL WELCOMES

Unto all who journey to the fields of Pennsic, do Their Majesties Oliver and Grainne of Sylvan Æthelmearc send warm greetings and a hearty welcome.

The roads of the Known World have once again converged upon these lands, and the quiet hills of Æthelmearc awaken to the sound of hammers upon stakes, the flutter of banners in the summer breeze, and the joyous voices of friends returning home.

For a fleeting time, a great city shall rise where none stood before — a city not built of stone, but of shared purpose, fellowship, and a dream. Whether you come to test your prowess upon the field, to teach and learn, to create beauty, or simply to spend a few weeks among friends, know that your presence helps weave the tapestry that is Pennsic.

For generations, Pennsic has been a place apart from the mundane world. Here we celebrate not only martial glory, but courtesy, generosity, service, artistry, and the countless small kindnesses that define our Society at its finest. It is a place where old friendships are renewed, new friendships are forged, and memories are made that endure long after the last pavilion is struck and the final wagon turns toward home.

As hosts, We welcome you to the Sylvan Kingdom and to this grand gathering of the Known World. May your days be filled with adventure, your nights with laughter, and your hearts with the inspiration that has drawn so many to these fields year after year. Together, let us once again build something remarkable.

Oliver and Grainne, King and Queen of Æthelmearc, Hosts of Pennsic War LIII

A Greeting from Their Majesties of the East,

Unto the good populace of the Known World do We, Culann and Honig, King and Queen of the East, send warmest greetings.

Pennsic 53 stands as a shining testament to our shared Dream. For seventeen days, our sovereign kingdoms converge upon these lands to forge new legends, test our mettle, and celebrate the rich and diverse tapestry of the Society for Creative Anachronism.

We joyfully welcome our cousins from every corner of the globe to these historic grounds. Let us camp as neighbors, compete as honorable rivals, and feast as one great family. May this war long be remembered for its grand spectacles, deep camaraderie, and the unyielding spirit of our Society.

Whether you come to fight upon the battlefields, teach and learn in the halls of knowledge, create works of beauty, or simply share fellowship around the campfire, know that your presence strengthens the Dream we all hold dear.

Let the horns of war sound across the Known World once more.

In friendship and service,

Culann mac Cianain, King of the East
Ro Honig von Sommerfeldt, Queen of the East

Unto all who gather upon these storied fields of Pennsic, do We, Louis & Sadb, send warm greetings and heartfelt welcome.

As the banners rise and the drums of war echo across the hills, We rejoice to see friends old and new returning to this great meeting of Kingdoms. Pennsic is more than a field of battle, it is a place where memories are forged as surely as steel, where laughter fills the night air, and where the bonds of fellowship grow stronger with each passing day. Our time here forms a tapestry woven of countless memories — of friendships rekindled, of songs shared by firelight, of lessons taught and learned, and of deeds upon the field that shall be spoken of for many years hence.

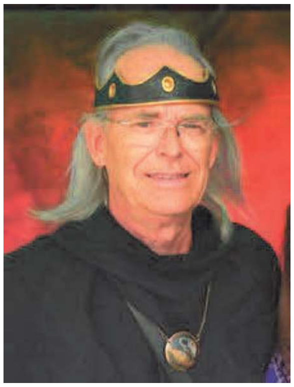
We bid each of you joy in your endeavors: strength in your combat, inspiration in your artistry, wisdom in your studies, and delight in your revels. May your days be filled with honor and your nights with mirth, and may the bonds you forge here endure long after the final horn is sounded.

Know that you enrich this great gathering simply by your presence, and that the spirit of the Midrealm stands proudly beside you in every hall, every market, every battlefield, and every quiet moment shared among friends.

Thus do We wish you a glorious Pennsic LIII— rich in memory, bright in triumph, and blessed by the Dream we all uphold.

In service to the Dream,
Louis & Sadb, Rex & Regina of the Midrealm

FROM THE MAYOR



From the Mayor's quill,

On behalf of all the volunteers who, over the last year, have built our world one more time: Welcome to Pennsic! It is our sincerest hope that this Pennsic will generate more happy memories for you and your chosen family. Whether on the Battlefield, the Archery range, in a Pennsic University classroom, or in camp, we hope you can escape the mundane and once again live the persona you chose to be.

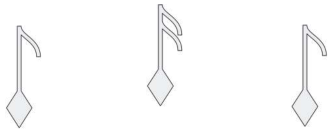
We hope you have a safe Pennsic. Please familiarize yourself with the rules and live by them. Also, stay hydrated and if you don't feel well, seek help. If you have any questions for me, I have office hours every day from 9 am to 11 am. Ask for me in the Watch Tent. I'll do my best to answer your question or connect you with someone who can.

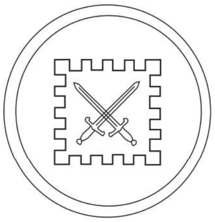
Again, welcome home.

Baron Oscar Goerijs Goriszoon, OP
Pennsic Mayor 53

The Mayor's Concert Series brings even more music to Pennsic this year! There will be an extensive offering of musical performances at the Amphitheater.

Visit www.pennsicwar.org/MCS for the current list of performances.





PENNSIC 53 SITE MEDALLIONS: The Mayor of Pennsic is responsible for having the site medallions made each year. The medallions for Pennsic 53 have a version of the registered arms used by the Pennsic War: *Per saltire, azure and vert, two swords in saltire within a bordure embattled argent.* The graphic for this year's medallion was produced by the Mayor. The design is simple, yet very functional. While the medallions have a definite retro feel to them, for practicality they were produced using the latest techniques.

PENNSIC HISTORY – DID YOU KNOW?

The first Pennsic War was held over a weekend in September 1972, and had about 100-150 attendees. The event later expanded to a week-long event, and eventually to two weeks.

Pennsic 6 (1977) was the first War held at Cooper's Lake Campground, with approximately 650 attendees.

Pennsic 12 (1983) had the first Opening Ceremonies. The War Horn was first presented at Pennsic 15, and was blown to signal the start and end of the War.

Pennsic 17 had the first mass-produced metal site tokens, and the first version of Land Grab. In previous years, some people came to Cooper's Lake well before the first day of Pennsic to claim their campsites. Starting with Pennsic 17, this was no longer allowed. Group representatives, with lists of their registered campers' names, chose their campsites in the order they had checked in at the campground—although many did still get their traditional locations.

At Pennsic 21 (1992) groups were required to sign up prior to Pennsic in order to take part in Land Grab, and were limited to 250 square feet per registered person.

At Pennsic 25 (1996), Baron Ian Mitchell was the first to use the title "Lord Mayor of Pennsic," felt to be a more authentic designation than "autocrat."

Assigning letters/numbers to the Land Blocks dates from Pennsic 27 (1998).

Pennsic 29 and 30 hold the record for highest attendance, both with around 12,000 people.

The Fort on the Battlefield was built to commemorate Pennsic 30 (2001). It was constructed in 8 weeks by over 50 volunteers.

At Pennsic 32 (2003), the campground put up the Pole Building which First Aid Point now uses. Previously, they worked out of a large tent.

At Pennsic 37, the dance classes and balls were moved from the Barn to their own Pavilion with a wooden floor.

The Great Hall was built in 2013 (Pennsic 42).

The building that now holds the Camp Store and Aunt Pat's was originally one large open space known as the Barn. It was used for Pennsic's largest activities - Great Court (with all the kingdoms), A&S Displays, the Children's Fête, the evening dancing, etc. At Pennsic 23, a reproduction of Chartres Cathedral, with columns and stained glass windows, was constructed inside the Barn.

Royalty in Attendance

Vittoria & John
Ansteorra
Royal Camp N06

Craven & Elzbieta
Atenveldt
Royal Camp N10

Wilhelm & Genevieve
Atlantia
Royal Camp N40

Alicia & Øyríkr
Calontir
Royal Camp N05

Crispin
(& *Laura, not attending*)
Ealdormere
Royal Camp W17-1

Randvér & Arianne
Meridies
Royal Camp N03

Jacquette & Axel
Northshield
Royal Camp E02

Ymanie & Mordygan
Outlands
Royal Camp W03-1

Zbina & Yoan
Trimaris
Royal Camp W17-2

PENNSIC 53 STAFF

Mayor Pennsic 53: Baron Oscar Goerjis Goriszoon, OP

- **Executive Assistant:** Duchess Rustique
- **Mayor Pennsic 54:** Baron Morgan De'ath, OP
- **Emergency Mayor:** Baron Manuel de la Rosa y Botella de Mirguela, OP
- **Royalty Liaison:** Duchess Siobhán inghean uí Liatháin
- **War Herald:** Master J□rundr Hinn Rotinn
- **Special Projects:** Baron Ronan O'Gobhann, Tommaso Valeriano, OP
- **Mayor's Impressarios:** Master Donovan the Drummer, OL, Master Sylvanus the Drummer, OL, Audrey Sica
- **Financial:**
    - **Exchequer:** Baroness Rhiannon of Blaiddwen, OP
    - **Quartermaster:** Baron Torin Ironbow
    - **Chief Purser:** Baroness Sandy Cook
    - **Senior Foragers:** Baroness Kathryne Sommerfeldt, Mistress Rowena of Avalong, OL, OP

Cultural Affairs—Deputy Mayor: Baroness Katerina McGilledoroughe

- **Deputy:** Lady Safiya al-Nahdiyah
- **Arts & Sciences Display Coordinator:** Baroness Adele Lochlane
- **Dean of the College of Performing Arts:** Baroness Kis Maria known as Mika, OL, OP
    - **Assistant Dean:** Brehyres Gwendolyn the Graceful
    - **3 Crowns Stage Coordinator:** Padraig Shawe
    - **Stage & Technical Crew:** Lady Maire ni Sheaghdha, Lady Avelina del Dolce, Lord Tomas Wormwood
    - **Bardic Track Scheduler:** Thorve Skald Rikardardottir
    - **Music Track Scheduler:** Ollamh Ruaidhri an Cù
    - **Youth Track Scheduler:** Baroness Edekyn O Fierhie
- **Middle Eastern Dance Coordinator:** Lady Jana da Foresta
- **Dean of European Dance:** Magistra Sonya Flicker (called Patches)
    - **Assistant Dean of European Dance:** Lady Ariana de Gallo
    - **Pavilion Coordinator & Trailer Coordinator:** Lord Richard de Troyes
    - **Pavilion Coordinator:** Lord Robert of Guildford
    - **Music Coordinator:** Master Albrecht Catsprey
- **Dean of the School of Games:** Louis Xavier de Navarre
- **Family Activities Coordinator:** Mestresse Leonete D'Angely
    - **Family Activities Deputy/TeenU Coordinator:** Dame Elizabethe Alles
    - **Family Activities Deputy:** Lady Ingridr Fridrikrsdottir
- **Pennsic University Chancellor:** Mistress Ciara McRobbie
    - **Deputy Chancellor:** Mistress Scholastica Joycors
    - **Registrar:** Mistress Gwynnyd of York
    - **Deputy Registrar & University Point Manager:** Mistress Angharad ferch Tangwystl
    - **Youth Track Coordinator Deputy:** Larisa West
    - **Volunteer Coordinator:** Baroness Gina Dragoni
    - **Lead Developer, Thing 2.0:** Lord John Cholemodeley
    - **Thing 2.0 Project Manager:** Master Alan Fairfax
    - **Thing 2.0 Development Team:** Lady Tangwystl verch Gruffydd, Master Gregory Blount
    - **Thing Whisperer:** Mistress Artemisia Lacebrayder
    - **Proofreaders:** Mistress Alys-Katherine, Mistress Catherine Aimée Le Moyne Le Moyne
    - **Head Groundskeeper:** Charles Tetley

Event Resources—Deputy Mayor: Baron Tree of the Forest, OP

- **Emergency Deputy:** Mistress Helewyse de Birkestad
- **Mentorship Program Coordinator:** Baroness Nasira al Zarqa bint Ivaz, OP
    - **Co-Coordinator:** Baroness Elizabeta de Venezia, OP

PENNSIC 53 STAFF

- **Registration - Head Tolner:** Maistress Maggie O'Donnell, OP
  - **Tolners:** Lord Yehoshua HaLevi, Thorve the Bard, Lady Gisla Hrefnudottir, HL Altan of Flaming Gryphon, Lady Blanche La Pucelle, Grymm Oire, Lucina of Southampton
- **Accessibility Assistance Department Head:** Dame Elisabeta Fischer, OP
  - **Service Animal Liaison:** Lady Drucilla Ayllyth
- **Newcomers' Point Department Head:** Lady Brit Taillyell
  - **Newcomers' Class Coordinator:** Lady Cillene O'Caollaidhe
- **Morale Department Head:** Baroness Mahin Banu Tabriz, OL, OP
  - **Morale:** Baroness Katla in Mikill Fyrir Sér, Baroness Analeda Falconbridge, OL, OP
  - **Staff Kitchen Head Chef:** Saffron Flowers
  - **Assistant Chef:** Nancy MacGuyver
  - **Staff Kitchen:** Lasairfhiona O'Colmain, Iofurr Ormarsson
- **Herald in Charge:** Magistra Pompeia Rufina, OL, OP
  - **Heralds' Point:** Viscontessa Elisabetta Tommaso di Carduci, Thory Veradottir, Lady Berengaria of Leighton

Event Safety—Deputy Mayor: Viscount Edmund Dracatorr, KSCA, OP

- **Event Safety Adjutant:** Mistress Molly Schofield, OP
- **Watch Commander:** Baroness Rhiannon of Ravenglass, OP
- **Vehicle Escort Coordinator:** Duke Andreas Morgan
- **Parking Enforcement:** Baroness Osa the Archer
- **Parking 2:** Baroness Amarie de Saint Denis, OP
- **Parking Lot Steward:** Baroness Emmalie the Faire

Information Services— Deputy Mayor: Duchess Elizabeth von Kulmbach, OL, OP

  - **Deputy:** Countess Katalena Ivaniaia zhena Shishova, OP
- **Pennsicwar.org Website:**
  - **Web Content Administrator:** Lady Angel of Gabriel's Landing
    - **Deputy:** Lord Dyryke Hastings
  - **Wordpress Development:** Baroness Margherita di Raffaele
    - **Deputy:** Baroness Gianna Vettori, OP
- **Event Guide Editor:** Baroness Jessa d'Avondale, OP
  - **Assistant Editor:** Eadric the Potter
  - **Proofreaders:** Sir Mitchell MacBain, Duchess Bronwyn Dawntreader, Sam Lecin
- **Information Point/Lost & Found:** Lord Finar
  - **Deputy:** THL Irene the Questing
- **Town Criers:** Noble Aren von Kulmbach
- **Social Media:** Caitlyn inghean Stiofan, aka Tadpole
  - **Deputy:** Baroness Elizabeta da Venezia, OP
- **Media Liaison:** Baron Arias Beltran del Valle
  - **Deputy:** Baronessa Briatiz D'Andrade
  - **Footage Manager**: Magnus Wolfhunte
- **Archivist:** Master Nezkha Kiriena Petrova, OP
  - **Archive Clerk:** Countess Joleicia of Litchfield, OL

Martial Activities—Deputy Mayor: Master Alessandra Brucioli (Bruce), OD

- **Executive Assistant:** Lady Serafina Della Torre
- **Battlefield Coordinator:** Duke Siegfried von Kulmbach, KSCA, OP
  - **Battlefield 2:** Luminaria Salvadore De La Torres
- **Master Martial Arts Scheduler:** Master Maximilian der Zaubere
- **Battlefield Pavilions Coordinator:** Countess Wu Yun
  - **Battlefield Pavilions 2 :** Jarl Ivan Ivanov
- **Mistress of the Lists (Armored):** Master Isabel Taylor, OP

PENNSIC 53 STAFF

- **Rapier Coordinator/ Mistress of the Lists:** Honorable Lady Elinor Walden
- **Woods Coordinator:** Baron Brisi Thorgrimsson
- **Woods Coordinator 2**: Duke Vissevald Selkirksson, KSCA
- **Archery Coordinator:** Master Aloysius Sartore
  - **Archery Scheduler:** Pan Casimir Sarkastyczny
- **Thrown Weapons Coordinator:** Dame Dealla Cohen
- **Siege Coordinator:** Lady Caterina Luciano
- **Combat Archery Coordinator:** Mistress Zoe Akropolitina
- **Youth Combat Coordinator:** Mistress Karrah the Mischievous
- **Youth Rapier Coordinator:** Lord Daven Mackeannaugh
- **Armored Steel Combat Coordinator (Harnischfechten):** Lord Brian of Stonemarche
- **Martial Cartographer:** Master Aubelet Trapon, OD
- **Signal Corp:** Baron Nicolas of Windreach
- **Marshal 1 (Æthelmearc Earl Marshal):** Sir Ardan Scot of Clann Scot
- **Marshal 2 (East Earl Marshal):** Sir Reinhart Basarab Draculesti
- **Marshal 3 (Midrealm Earl Marshal):** Sir Marcus Pinarius Draconarius

Technical Services— Deputy Mayor: Duncan McGuyver

- **Beautification Department Head:** Mistress Tysha z Kieva
  - **Beautification:** Countess Jalida al Hasanah, Thyra Eiriksdottir, Lavender Faunlevel
- **Communications Head:** Mikjall Bogmaðr
  - **Communications Staff:** Aaron the Arrowsmith
- **Pennsic Laborers' Guild Department Head:** David Moon
- **Pennsic Laborers' Guild Department #2:** THL Simon of Kermyrdin,
  - **Laborers:** Benedikt Hringr Smithr, Luke Bonanomi, Christopher Witry, Rilix Xilir, ThugSonya, Wolfstan
- **Electrical:** Lady Aennlin Ulrich, Alfr of Gabriel's Landing
- **Road Crew Dept. Head:** Baron Estgar æt Hrofecteastre, OL, OP, KSCA
  - **Road Crew:** Baron Ronan O'Gobhann, Sir Amundr Raudbjorn, called "Amadon", Knut Eld of Ironwood
- **Physical Plant 1:** Forester Morgan of Cardiff
- **Lines Department Head:** Dante
  - **Lines Staff:** Dagmar Halvdan, Christopher Witry
- **Paint:** Mistress Katarzyna Gwozdz, called Varju, OP
- **Information Technology Services Head:** Erik Benson
  - **Information Technology Staff:** Countess Jalida al Hasanah
- **Surveying**: Dante
- **Water/Sanitation 1:** Minerva Ogobhann
- **Water/Sanitation 2:** Benedikt Hringr Smithr

Transportation—Deputy Mayor: Sir Gunther Kegslayer, KSCA, OP

- **Motor Pool:** Baroness Brise Sanguine, OP
- **Bus Driver Liaison:** Baroness Celestia Vianello, called Penguin

Zoning & Planning (Land)–Deputy Mayor: Athro Rhys ab Ismael, OP

- **Deputy (Land 2):** Shelby of Vagabond
- **Singles Camping Liaisons:** Baroness Rosie Posie, Baron John Patrick
- **Maps Unit Head:** Baroness Tananda
  - **Map Artists:** THL Kale Phokaina Kourkouaina, Baroness Amalie Reinhardt, OP
  - **PMAP Assistant:** Lord Jotun-Bjorn
- **Cartography Archivist:** Lady Mordona Mayfel
- **Land Secretary:** Lady Marit Räse
- **Land Historian:** Earl Emerson True, OL, OP
- **Land Hospitality:** Mistress Ottilige von Rappoltsweiler, OL, Mistress Constance Waite

PENNSIC 53 SITE RULES & POLICIES

BACKGROUND

The Pennsic War (Pennsic) will run from Friday, July 24, 2026, until Sunday, August 9, 2026, when all attendees must be off site. During Pennsic, all people in attendance must abide by the Laws of the Commonwealth of Pennsylvania and the USA; the rules and policies of Cooper's Lake Campground (CLC); the Governing Documents of the Society for Creative Anachronism, Inc. (SCA) (www.sca.org/resources/document-library), and the rules and policies of Pennsic as provided here. Anyone who chooses to ignore these regulations may be subject to appropriate sanctions. Anyone who may be in actual violation of law will be referred to appropriate modern authorities. *(Cooper's Lake Campground, as a subsidiary of Cooper's Lake Farms, Inc. is the host of Pennsic and maintains their own site rules and policies. While many of those policies are incorporated or expanded by Pennsic specific rules, the hosting facility still supersedes on determining rules beyond those explicitly provided on their own site (www.cooperslake.com/clchome/rulesandregulations.php) or within this document. Pennsic event staff consults with CLC staff in cases where a conflict may occur.)*

Pennsic is a complex event made possible by a collective agreement between attendees, staff, and the property owners. Pennsic does not operate without a baseline of agreed policies, rules, and procedures which ensure an equitable playing field for all involved. Since its inception, Pennsic has grown from a small weekend event into what amounts to a small city operating over the course of multiple weeks. The resources necessary to operate Pennsic are drawn from hundreds of hours of volunteer work, even beyond the direct hours involved in the time of the event itself. In addition to those invaluable volunteers, rental contracts, service contracts, and modern resources (such as EMS) are necessary to fully support the day-to-day operation of the event. Because of this, Pennsic is likely unique among all other SCA events. And uniquely, this requires Pennsic to adhere to what, on its face, appears to be a lengthy set of rules. But all of these rules are in place to ensure that all attendees, as well as the staff, are able to enjoy the magic that is called Pennsic.

As you review these rules, please understand that the letter of them underpins an intent to ensure the safe and efficient operation of Pennsic using the limited resources available. Individual attendees should seek clarification whenever intent is unclear.

SCOPE

These policies and rules exist as a baseline of expectation for all attendees. Whenever provided, please attempt to understand the intent as much as the letter of the rule.

The rules and policies contained in this document constitute the baseline of rules which every attendee must follow while in attendance – both letter and intent (when provided). Additional policies and rules may be provided for individual functions (e.g., battle/combat scenarios), and attendees participating in those activities must additionally follow those rules as provided. By attending Pennsic, each attendee agrees to these rules and policies.

DEFINITIONS

Electric Conveyance Vehicle (ECV): A vehicle, typically on three or four wheels, which provides a method of propulsion (motor) to its user for purposes of mobility and access. This does not include bicycles, "foot-powered" scooters, skateboards, or other recreational, human-powered means of transportation. "Walkers" and other human-powered walking aids are not included in this policy. For purposes of this policy, "motor" in this circumstance is exclusively electric as gas-powered devices are not allowed by policy of CLC (Cooper's Lake Campground).

Construction Project: Any non-tent structures, including but not limited to gates, towers, houses, scaffolding, etc.

Corpora: Common term in this document referring to The Corpora of the Society for Creative Anachronism, Inc. Corpora is a governing document of the SCA, Inc.

Disability parking: A subset of lots specifically designated by CLC personnel. These lots require a visible disability license plate or hang tag. Disability parking will be marked as such on site and site maps to aid in locating various lots with Disability parking.

First Aid Point: A dedicated location for providing of emergency first-aid services for attendees.

Fundraising: Any activity which seeks to obtain money or other goods from other attendees. These activities include but are not limited to raffles, pay-to-play tournaments, and a spot to put out a can at a Pennsic Point or at a merchant booth.

Gate: Gates provide access to the site by either motor vehicle or pedestrian traffic. There are five gates through which motor vehicles may pass. Both motor vehicle and pedestrian traffic may be restricted or prevented at times during the event, according to published site rules and policies.

Mobile Camp Structure: A mobile camp structure is a structure built on a modern trailer base that can be used for shelter, lodging, showering, or kitchen use. Examples of mobile camp structures include towable camper, tiny home, shower wagons, chuck wagons, and shepherd carts.

Motor vehicle: Any vehicle which uses a motor (electric or petroleum-based fuel) to provide its primary means of movement. This includes motorcycles. This does not include ECVs and golf carts.

Nighttime hours: Hours from one half-hour past registration closure until registration opens the next morning. For purposes of this policy, that is defined as 10:30 pm until 6:00 am.

Oversized vehicle: Any motor vehicle with an overall length more than of 22.5 feet (270 inches). This includes box trucks, converted buses, RVs, etc. It does not include pickup trucks, SUVs, and conversion vans or box trucks less than 22.5 feet in length.

Parked vehicle: Any immobile motor vehicle without a driver behind the wheel.

Parking: Designated lot within the CLC for purpose of parking motor vehicles.

"Party hopping": The use of a motor vehicle to travel or transport a person or persons within the campground, to or from any and all types of events, regardless of whether the driver has or has not consumed alcohol. This definition is not limited to nighttime hours.

Passenger vehicle: Any motor vehicle with an overall length less than 22.5 feet (270 inches). This includes pickups, SUVs, conversion vans, and some box trucks. (The longest consumer vehicle produced is the Ford Super duty with crew cab and 8' bed, which is 267 inches long.)

Pennsic staff: An individual attendee named and designated as responsible for a portion of the operation of Pennsic. The names of all Pennsic staff are provided in the site guide for the event as well as published on the event website.

Pennsic volunteer: Any attendee who volunteers time at the event to assist Pennsic staff with the operation of the event. While all of Pennsic staff are volunteers, not all Pennsic volunteers are staff. Pennsic volunteers' service is at the direction of and in support of Pennsic staff, thus they are temporarily (for the length of their shift) authorized to speak or act on behalf of Pennsic as limited or described in the policies of individual divisions.

Recreational Vehicle (RV): An RV is a registered recreational motor vehicle, travel trailer, or fifth wheel.

Registration Point: The entry point for all attendees upon initial arrival to the event. It is located on the southeast corner of the battlefield.

Roads/Roadways: Pathways for vehicles and pedestrians marked by natural boundaries (pavement/stone) or by markers (painted lines) or both; and typically indicated by signage at the end or intersection.

SCA: The common abbreviation of the Society for Creative Anachronism, Inc. The SCA is the corporate parent of the Pennsic War, Inc. and the governing authority under which Pennsic operates.

Stopped vehicle: Any immobile motor vehicle with a driver behind the wheel.

Trailer: Any wheeled vehicle which is towed behind another vehicle, and which lacks its own motor. This does not include racks or trays which attach to a vehicle but do not have wheels of their own. This also does not include trailers which have been converted to a mobile camping structure as defined elsewhere in Pennsic rules or policies.

VIP (or paid) parking: A subset of lots specifically designated by CLC personnel. VIP parking is a function of CLC and requires you to surrender your Pennsic parking tag in order to access VIP lots. VIP parking will be marked as such on site and site maps to aid in locating various lots with VIP parking.

The Watch: The Watch is a section within the Pennsic Event Safety Department responsible for assisting in the safety of the event by providing patrols and operations to aid attendees in need.

Watch Point: The Watch base of operations, located on the corner of Brewer's Road and Dragon Trace adjacent to First Aid Point.

NEED TO CHARGE YOUR PHONE OR DEVICE?

Outlets in buildings and Pennsic facilities MAY NOT be used to charge or run electrical devices without permission.
Many Pennsic departments will allow you to use an electrical outlet while you are volunteering for a shift at their Point.
See Accessibility Assistance about signing up for medical device/scooter recharging slots.
At Cooper's Lake Internet Café (located by the Ice Emporium), you can
rent time at tables with electrical outlets, or drop off your device for secure charging.
ASK FIRST before plugging into any campground outlet.

GENERAL SITE RULES

1. Firearms, fireworks, airborne lanterns (including Japanese Lanterns), or chemical weapons of any kind are not allowed at Pennsic. Fire performing is not allowed without permission of the Mayor and CLC management.
2. Do not cut trees, branches, shrubs, or other foliage for any reason, including but not limited to use as firewood.
3. Do not alter, remove, or damage any campground fencing for any reason. This includes temporary fencing erected for parking or traffic control and any caution tape markings used for temporary traffic/pedestrian flow.
4. Do not use the sinks in the bathhouses for any purposes other than those for which they are intended; prohibited uses include but are not limited to the washing of dishes, utensils, or clothing, as well as bathing.
5. Pets are not allowed at Pennsic. Trained Service Animals as defined in law are welcome. (*The Americans with Disability Act of 1990 (as amended) Title III, § 36.104; and guide and support animals as defined by the Pennsylvania Human Relations Act (PHRA) of 1955 (as amended) section 5.i.1, and its explanatory documents.)* For more detailed information, please see the Accessibility Assistance policies.
6. Horses are not allowed on site.
7. Boats are not allowed on the lake.
8. There is a 10 MPH/16 KPH speed limit for all roads within CLC. Use special caution in congested areas. The posted limits may be too fast for local conditions.
9. Martial activities of any kind are not allowed outside of the proper, designated areas. This includes but is not limited to sparring, siege weapons, youth combat weapons, thrown weapons, rapier, archery, armored heavy combat, or modern martial arts.
10. Powered earth moving equipment *(gas or electric, not human-powered)* is not allowed without advance written permission of CLC management. This includes but is not limited to power augers and bobcats.
11. Gasoline and diesel-powered tools of any kind, including but not limited to lawn mowers, weed eaters, and chainsaws are not allowed. Generators which use internal combustion, regardless of fuel, are not allowed. There will be no exceptions.
12. If you bring any single water receptacle with a capacity of 100 gallons or more, you may not fill it from the CLC water supply, nor may you drain it at CLC.
13. Construction projects may not include any structure taller than 16 feet. Pennsic staff and CLC management reserve the absolute right to order the dismantlement of any construction project.
14. Personal conveyances are not allowed at Pennsic. Personal conveyances include but are not limited to bicycles, personal golf carts, rollerblades, skateboards, mopeds, scooters, hoverboards, tricycles, unicycles, or trail bikes. Electric Conveyance Vehicles (ECVs) and electric wheelchairs are not considered personal conveyances for purposes of this rule and are allowed, however they must adhere to the posted speed limits in the campground. In addition, any trailer attached to any ECV or electric wheelchair must be done properly and not impede the safe operation of the ECV. Capacity of these units is restricted to one person per unit. ECVs should be operated at a walking pace.
15. Do not dig trenches or wastewater pits deeper than 3 feet. All pits and trenches must be filled in prior to leaving the event.
16. Do not dig trenches or pits across, against, or under paved or rolled gravel roads.
17. Do not use public address systems after 10:00 pm. All amplifying systems that can be heard outside of a camp must get approval from the Mayor's Office before use.
18. Do not post any notices/announcements in or on any portable toilet ("Porta-John") or any other Campground facility.
19. Do not plug any devices into outlets in any CLC building or Pennsic staff facility.
20. The use of drones, deer cams, static optical devices, dash cams and all types of surveillance devices are not allowed on any CLC property without the express permission of CLC management.
21. Do not tamper with, move, destroy, or vandalize any facility or property of Pennsic or CLC. These properties and facilities include but are not limited to: road signs; A&S tents; golf carts; the Barn; the Great Hall; bath houses; battlefield set-ups; tables, chairs, benches and picnic tables used by Pennsic; and any other item that non-staff members are not entitled to use. Any person who violates this rule as well as any person who aids or abets in such conduct without the express permission of staff members of Pennsic or CLC who are authorized to grant said permission will be subject to immediate ejection from the event. *(Pennsic staff members with authority to grant permission varies depending on the request. At a minimum, permission must come from at least a Deputy Mayor level. Alterations to CLC facilities require permission of CLC management and only will be authorized with written permission from same. "I have permission from the Coopers" is not an acceptable statement to demonstrate permission.)*
22. There is no "day-pass" or other temporary admittance to Pennsic. All attendees must pay the full price appropriate for their length of stay as provided by CLC's registration-site *(*www.cooperslake.com/clchome*)*. Anyone who must enter site temporarily (e.g., vendors, deliveries, etc.) must be escorted at all times and will only be allowed to remain on site for the period necessary to complete their immediate task. Anyone who violates this rule will be considered trespassing and will be ejected from the site and will face appropriate sanctions.
23. All camping must be done within defined camping blocks (including accessibility and RV camping locations). No attendee may camp, including inside of a vehicle, in any parking area on CLC.

SPECIFIC TOPICAL RULES

ACCESS TO SITE

1. Attendees may only access the site through the designated entry/re-entry areas (commonly referred to as “gates”). Anyone re-entering the site will be required to show proof of prior admission at the gate. *Proof of prior admission methods include: a site medallion, bracelet, receipt, or armor inspection sticker for each individual attendee and a hang tag for each vehicle.*
2. Do not climb, cross, or remove fences to enter or re-enter the site.
3. Anyone attempting to enter or re-enter the Campground without a medallion either by crossing or removing fences or by transferring medallions will be evicted from the site without refund.
4. Attendees are not allowed to open or close gates. If a gate is closed (e.g., during nighttime hours), attendees must re-enter via an alternate gate.
5. Vehicles may not stop on Currie Road at any point in order to load or unload people or equipment from or to the battlefield or any area of CLC. There are no exceptions to this rule and vehicles observed loading/unloading along Currie Road may be subject to sanctions up to and including ejection from the event for the driver or any and all passengers.
6. Motor vehicles may only access the site via the Battlefield, West, and North gates (with additional restrictions during nighttime hours).
   a. During nighttime hours, vehicles may only access the site via the Battlefield and North Gates. All other gates will be closed to motor vehicles.
7. Pedestrians who wish to cross between the battlefield and the campsite (i.e., walk across Currie Road), may use the West, North, and Merchant gates as follows:.
   a. Pedestrians may walk around any physical barrier which allows passage without removing the barrier (e.g., chains or ropes used to restrict vehicle traffic may not be moved, but may be walked around).
   b. Pedestrians should exercise caution crossing Currie Road.
   c. Pedestrians may not walk along Currie Road. (Note: Pedestrians may not cross Currie Road at the Battlefield gate as there is no corresponding gate to enter on the opposite side. Pedestrians may not enter site by way of the Cooper owned house opposite the Battlefield gate. Pedestrians should always walk inside the fence on the Battlefield side and cross directly to the West, North, and Merchant gates)
   d. Pedestrians may use the West and North gates at all hours of the day.
   e. Between the hours of 7:00 am and 9:00 pm, from Monday of Peace Week through Friday of War Week, pedestrians may use the Merchant gate.
   f. All other gates are locked and may not be used for re-entry.
8. Pennsic staff golf carts may cross Currie Road via the West, Vendor, and North gates.
   a. Watch Patrol carts are further restricted and may only cross at West gate.

CHILDREN AT PENNSIC

1. A parent(s), legal guardian, or notarized guardian must remain at Pennsic for as long as the minor remains on site. Parent(s), legal guardian(s), or notarized guardian(s) are responsible for every action by their minor regardless of whether they are in the presence of the minor. (*See Section XI, item 3, of the SCA Seneschal Handbook — www.sca.org/wp-content/uploads/2021/09/Seneschal-Handbook-0421.pdf)*
2. Minors under the age of 12 must have an accountable adult or teenager in visual/auditory range at all times.
   a. For purposes of this rule, an accountable adult is any adult who has or assumes accountability for a minor. This includes parent(s), legal or notarized guardian(s), and any other adult appointed by same for purposes of ensuring accountability for a minor’s actions.
   b. For purposes of this rule, an accountable teenager is one who is known to and appointed by a parent or legal guardian on a temporary basis as a proxy (i.e., a babysitter) and is between the ages of 12 and 18. This assignment of accountability cannot be indefinite.
   c. Minors between the ages of 12 and 18 may roam the site outside of visual/auditory control of an accountable adult or teenager, so long as an accountable adult is aware of their activities. *(It is strongly encouraged for an accountable adult to have a regular “check in” with any minor between 12 and 18, with a recommended time span of no more than three hours. While this is only a recommendation, minors who are found to be unduly disruptive, engaged in destructive or dangerous behavior, or who are unruly and not responsive to instructions from Pennsic or CLC staff; and whose activities and comrades are unknown to an accountable adult may be considered in violation of site rules and SCA policy and may be subject to ejection from the site immediately.)*
3. After 11:00 pm, minors must be in their encampments or in the company of a parent, legal guardian, notarized guardian, or accountable adult.
4. Any minor in breach of these rules will:
   a. For a first offense, the parent(s), legal guardian, or notarized guardian will be required to keep their minor(s) with them for the remainder of the event. A report on the incident will be reported to the host Kingdom and Society Seneschals.

    b. For a second offense, the minor(s) and parent(s), legal guardian, or notarized guardian will be expelled from the event and the matter will be reported to the host Kingdom, Society Seneschals, and other appropriate authorities.
    c. Any offense committed by a minor which would result in ejection from site if it were committed by an adult will result in immediate ejection of the minor and their parent(s), legal guardian(s), or notarized guardian.
5. All sponsored organized Youth Activities at Pennsic will be in compliance with the Governing Documents and Policies of the SCA. *(See Section XI of the SCA Seneschal Handbook, www.sca.org/wp-content/uploads/2021/09/Seneschal-Handbook-0421.pdf*) These policies do not relieve parents or guardians of their primary responsibility for the welfare and behavior of their children and ensuring that their children's activities are compliant with the current Pennsic Site Rules and Policies.

SPECIAL GAS LINE AND DIGGING RESTRICTIONS

1. No digging of any sort in blocks W02, W03, E06, & E10 without explicit permission granted by the CLC War Office.
2. No digging or stakes deeper than 12 inches in the lower half of W07.
3. Additional restrictions apply to blocks E11, E18, E20, E24, W02, W03, AND W21, due to an underground high-pressure natural gas line that runs through those areas. The center of the gas line will be marked with a dotted white painted line. Dotted white lines will mark the 25 feet on each side of the centerline.
    a. No fire pits or ground fires may be placed within 50 feet of the Right-of-Way of the gas line. Violation of this rule may cause the gas company to exercise their right to demand that no camping of any type be allowed in this area. Violations of this rule will not be tolerated.
    b. Tents are allowed if stakes are less than 3 feet in length.
    c. No tents or other structures may be placed within 10 feet of any gas company marker or vent. Markers and vents must always be accessible from the nearest road. A blue painted circle will mark markers and vents. Nothing may be placed within this circle.

GARBAGE DISPOSAL AND RECYCLING

1. Dumpsters are located throughout the campground. These dumpsters are the only proper location for the disposal of garbage or refuse.
2. Prior to departing Pennsic, stack raw wood materials (plywood, 2x4's, etc.) next to the road nearest to your camp. Wood should not be placed in or next to the dumpsters.
3. Because of safety factors, do not remove anything from the dumpster/dumpster area.
4. Under no circumstances may garbage or refuse be burned.
5. Please be sure to remove all personal property from the site by noon on the final Sunday of Pennsic.
    a. Anything found after that time will be considered abandoned property and will be disposed of by the event staff or CLC management.
    b. Do not leave any large items (e.g., furniture, mattresses, old tents, etc.) in your encampment when departing Pennsic, even if you intend to abandon them. Individuals are solely responsible for removing all such large items from the campground; the rubbish service employed by CLC will not remove such large items on your behalf. Failure to follow this rule may result in your camp being in violation of the rule to break down and leave Pennsic by noon of the final Sunday and could result in land sanctions at subsequent Pennsic events.
6. CLC recycles. Please take all recycling to the recycling station located on the battlefield at the "Field Gate." *(This is the gate on the southeast corner of the battlefield.)*

HAY/STRAW, FIREWOOD, AND MULCH

1. Hay or straw may not be used as rushes or ground cover in any camping area without the express permission of CLC management. If permission is granted, hay or straw will be available for sale at the Camp Store. The purchase price includes the cleanup fee. Do not burn hay or straw.
2. Mulch (sometimes called wood chips) may not be brought into the campground, nor may it be used for any ground cover. Mulch causes severe damage to the grounds and could become a health hazard.
3. Under no circumstances may attendees "import" firewood from outside of Butler County, PA. All firewood must be purchased locally within Butler County. *(The Commonwealth of Pennsylvania is currently under a quarantine for the import/export of firewood (and certain other camping items) due to the threat of the spotted lantern fly, emerald ash borer, and other invasive pests. In addition, Butler County is further restricted and under an import/export ban at the county level.)*
4. Hay bales from the battlefield and from the Middle Eastern Dance Tent are not for common use. These hay bales are for battlefield Scenarios and for Middle Eastern Dance activities and may not be removed. Any group caught with unauthorized hay/straw will be sanctioned appropriately.

MAIL, PACKAGE, AND RENTAL DELIVERIES

1. Mail or parcel deliveries from USPS or commercial services:

    a. Will be held at the Merchant's Office. *(The Merchant's Office is a function of CLC and is located across from Watch Point.)* Non-merchant deliveries will be charged a $2.00 handling fee at the time of pickup from the Merchant Office.
    b. All deliveries must be made during Merchant Office Business hours (9:00 am to 5:00 pm). Deliveries arriving other than during these hours will be turned away for re-delivery the next day.
    c. The Merchant Office will not accept packages with perishable goods. Any perishable deliveries must be delivered directly to the recipient outside of the site or at a pre-arranged gate.
    d. It is the responsibility of each individual expecting a delivery to check with the Merchant's Office during the office's business hours.
    e. Any package or mail not collected by close of the Merchant's Office on the last Friday of Pennsic may be returned to the sender or disposed of at the discretion of CLC management.
    f. Reminder: CLC's address is: **205 Currie Road, Slippery Rock, PA 16057.**

2. The rental or purchase of goods and merchandise between an attendee and a local vendor including but not limited to firewood, pizza, rental tents, tables/chairs, catered food, propane, rental appliances, oxygen deliveries, and lumber are considered a private contract between the two parties and as such is your responsibility to coordinate the delivery thereof, subject to the rules in this section.
3. No deliveries allowed before 9 am on Saturday opening weekend. All goods must be picked up by 5:00 pm, Monday after Pennsic ends, or they will be considered abandoned and forfeit.
4. The staff of Pennsic and CLC will not be directly involved in the final delivery of any goods. Attendees are required to meet vendors at the appropriate point of entry to receive articles.
5. Delivery information for merchants is included in the merchants' information package.
6. When making arrangements with a vendor, provide the following information to your vendor:
    a. Modern name under which the items are being rented/purchased.
    b. Your cell phone number.
    c. An on-site contact (with modern name and cell phone number if different from above).
    d. The name of the group with which you are camping (including block number if known at time of arrangement).
    e. At which CLC entry point you will meet your vendor (e.g., West Gate, North Gate, Parking/Battlefield Gate).
    f. The date and estimated time you wish to have your item(s) delivered.
7. If you are renting a shade tent or bringing a shade tent for the battlefield, please note that they cannot be set up before 8 am on 2nd Tuesday of Pennsic, without specific permission of the Deputy Mayor for Martial Activities. Battlefield tents require a tent ID tag, available from the Battlefield staff. Tents without proper ID may be removed from the field.

MERCHANTS

1. Selling, vending, or merchanting outside of the designated market area is not allowed.
2. Approval to merchant is solely a function of CLC and must be coordinated through CLC management. (www.cooperslake.com/merchant/register)
3. It is the sole responsibility of the individual merchant to comply with all applicable tax and licensing regulations and requirements.
4. This includes outside catering, which must be coordinated through the Merchant Office.

PICNIC TABLES, FOLDING TABLES, AND FOLDING CHAIRS

1. There are not enough picnic tables for every encampment to have one in camp. Tables are available on a first-come, first-served basis.
2. Attendees may relocate tables from one location to another on site provided those tables are not already in use by a camp, not in the merchant/food court areas, and are not in the Great Hall or other Pennsic tents or facilities.
3. Folding tables and chairs located in Pennsic tents (e.g., The Watch, EMS, University, etc.) may not be removed from those tents.

ANNOUNCEMENT BOARDS/TOWN CRIERS

1. Notices are posted daily on the 26 signboards located at many of the bus stops and intersections around Pennsic.
    a. All notices must be posted by town criers. Do not post notices yourself.
    b. Notices are for official Pennsic events only.
2. Do not remove notices or maps from signboards.
3. If you need an event posted, please contact the Town Criers' office.

QUIET AND NIGHTTIME HOURS

1. Quiet hours are in effect between 2:00 am and 7:00 am throughout the campground.
2. Please be considerate of your neighbors when you are contemplating high-decibel nighttime activities such as drumming, piping, singing, etc.
3. As referenced elsewhere in rules regarding traffic, during nighttime hours:
    a. No motor vehicle may be operated, except in emergency situations, within CLC during nighttime hours South of Dragon Trace and Currie Road (that is, the lower "half" of the site essentially south of the Great Hall and Penn Marketplace areas). If you need to leave site during nighttime hours, contact the Watch and you will be escorted safely off site.
    b. Motor vehicles may enter CLC via the North and Battlefield gates for the primary purpose of reaching parking areas. While this does allow the operation of motor vehicles in areas north of Dragon Trace, the operation of motor vehicles during nighttime hours is strongly discouraged even in areas not otherwise forbidden by other parts of this policy.

SMOKING

1. There is no smoking or vaping allowed in any public building or tent, golf cart, or bus.
2. Please dispose of cigarettes or cigar butts in the proper receptacles.
3. Please be courteous of others when smoking in open areas and private campgrounds.

UTILITIES

1. Do not block access to water spigots or electrical boxes.
2. If you attach a hose to a water spigot:
    a. It must be equipped with both a vacuum breaker and a Y-connector.
    b. Any hose attached to a spigot that does not conform to this policy may be confiscated by the Pennsic staff or CLC management.
3. Do not run hoses across roads.
4. Grey water may be disposed of by digging a wastewater sump in your camp. *(Grey water is wastewater which is used for non-human waste related activities. For example, water which comes from showers, sinks, cooking, etc., is typically considered grey water.)*
    a. Do not dump your wastewater into the lake, stream, or at any of the water spigots.
    b. Please ensure that everyone in your encampment is aware of the locations of all wastewater sumps and please fill in all sumps before leaving the War.
5. Attendees may not alter or modify existing utilities in any manner. You may not access or tie into any water lines or electrical boxes to install new or additional connections. Anyone attempting to alter or modify any of the existing utilities may be evicted from the site without refund and will be responsible for any and all damages resulting from their actions.
6. No personal washing or bathing is allowed at the water spigots. Please be courteous when using showers. Please try to conserve hot water whenever possible.
7. No dumping of black water is allowed at CLC. The dumping of black water may result in offenders being banned from future CLC events, including Pennsic. *(Black water is associated with human waste activities, typically from toilet facilities.)*

ALCOHOL

1. The legal age for the consumption of alcohol in Pennsylvania is 21 years of age. Any violations of Pennsylvania law may be reported to the authorities and violators may be evicted from the campground without refund.
2. If you choose to serve alcohol in your camp, you do so at your own risk and are solely responsible for ensuring that you conform to the laws of Pennsylvania; including confirmation of legal age for all those who consume alcohol in your camp.
3. Pennsic attendees may obtain alcoholic beverages off site for consumption on site.
4. The sale of alcohol by any attendee while on site is illegal. This includes the use of "free with purchase of a mug" schemes and other cover charges/fees which otherwise disguise the purchase. *(see www.pa.gov/content/dam/copapwp-pagov/en/lcb/documents/legal/documents/legal_faqs_conducting_special_events_where_alcohol_is_served.pdf*). Tips may be collected but must be entirely voluntary.

GAMING

1. Pennsic provides limited official resources for gaming, generally divided between medieval and modern games. While there is no official definition, the medieval gaming facilities are generally understood to relate to games which existed prior to 1700.
    a. The medieval gaming tent is staffed and open for limited hours.
    b. The modern gaming tent is unstaffed and open 24 hours.
2. Games, including any live action role-playing type events, may be conducted anywhere on site in addition to official gaming locations with the exception of the upper areas of the bathhouse, CLC business locations (e.g., Penn Market store), or any area which will otherwise disrupt or interfere with other attendees' activities.

FUNDRAISING

1. To hold an official fundraiser (i.e., publicized in any Pennsic Schedule; held at any Pennsic Point; advertised in any way by Pennsic sponsored media; or listed as an activity of the Pennsic War):
    a. The fundraiser must be approved by both the Mayor and the Pennsic Exchequer.
    b. Any advertising of an approved fundraising activity at Pennsic must include the purpose of the funds being raised and the name of the organization who will benefit from said donation.
    c. All funds must be collected by someone approved by the Exchequer.
    d. All collected funds must be turned into the Exchequer and a check to the appropriate not-for-profit organization will be mailed by the Exchequer to said organization.
    e. No official fundraising may be held on behalf of an individual, a household, or any organization which is not a recognized, registered non-profit.
2. Pennsic does not hold a license so granted under Pennsylvania's Local Option Small Games of Chance Act, 1988 P.L. 1262, No. 156, as amended. In compliance with Pennsylvania Commonwealth law, raffles of any sort are not allowed at Pennsic.
3. There can be no cash prizes to any participants in any pay-to-play tournament at Pennsic.
4. Unofficial fundraisers for someone or something can be held by individuals or camps, but you may not use Pennsic resources or facilities (*Including the battlefield and associated facilities, the Great Hall, or other CLC permanent structures)* to do it.

PHOTOGRAPHY, FILMING, AND RECORDING AT PENNSIC

1. Film crews at Pennsic for any commercial purpose, including paid attendees, must abide by the SCA policy on Commercial Film and Photography. (*https://www.sca.org/wp-content/uploads/2019/12/Commercial-Film-and-Photography-Rules.pdf)*
2. All attendees must adhere to applicable state and federal law concerning consent to film, photograph, and record.
    a. Public areas (those areas outside of individual camps, staff areas, and CLC buildings and facilities) are generally acceptable locations to photograph, film, and record as there is a lower expectation of privacy. This includes public performances except where there is a stated notice of no such activity allowed.
    b. Pennsylvania is a two-party consent state which requires all parties of audio recording to consent to said recording *(PA State Wire Tap law – https://www.palegis.us/statutes/consolidated/view-statute?txtType=HTM&ttl=18&div=0&chpt=57).*
    c. The filming or photography of any person in an intimate setting or in a disrobed state without their knowledge and positive consent is illegal under both state and federal law. Displays in private camps, even when others are present to observe, do not constitute consent to photograph or film.

VOLUNTEERS AT PENNSIC

1. All Pennsic staff are volunteers and must abide by all site rules and policies.
2. Individual departments also use volunteers beyond named staff positions for the smooth and efficient operation of those departments. *(Named staff are those listed in the site guide and on the website, pennsicwar.org and may further be identified by medallions which are different in color or appearance from standard attendee medallions.)*
    a. Volunteers at Pennsic are not staff and are not given any authority beyond that necessary to conduct the specific tasks for which they are volunteering.
    b. Volunteers must abide by all site rules as well as those for the departments in which they are volunteering. Volunteers who do not follow the direction of named staff within departments or who repeatedly fail to perform their assigned duties may be asked to forgo additional volunteering in specific departments or in general. This does not equate to sanction nor prevent the attendee from remaining at Pennsic – unless the behavior is egregious enough to warrant further sanction by Pennsic, the SCA, or CLC.
3. Attendees wishing to volunteer for specific departments should seek opportunities at those departments' locations on site.

SCA ROYALTY AT PENNSIC

1. Royalty at Pennsic are functionaries of individual SCA kingdoms, and while they enjoy a recognized status as leaders of various SCA functions, they are still attendees at the event and are required to adhere to all site rules and policies. *(Corpora, Section IV)*
2. In addition, because of their status as officially recognized representatives of the SCA, they may be precluded from participating in various Pennsic staff roles in order to avoid conflicts of interest.
3. Royalty (or their staff) who require assistance of Pennsic staff should coordinate their requests through the Pennsic Royalty Liaison.

GOLF CART USE

1. Per general rule #14, personal golf carts are not allowed at Pennsic.
2. Pennsic staff and individual departments use golf carts to facilitate the efficient operation of departmental functions. While indi-

vidual staff members may have a golf cart assigned to them for a portion or the entirety of the event, the use of a golf cart is to facilitate ready access and management of departmental functions. These golf carts are not solely for personal use or transportation around site and are not to be used by staff members when not needed for purposes of departmental needs/access. *(Certain staff positions have required "response readiness" as a function and thus these staff members may use an assigned golf cart to facilitate personal functions while still maintaining an ability to respond to calls.)*

3. All staff and volunteers who need access to or use of a golf cart must sign and maintain a valid golf cart agreement.
    a. Golf cart agreements can be filled out at Watch Point and will be maintained for the entirety of the event at The Watch.
    b. Misuse of, damage to, or abuse of golf carts may result in the removal of the golf cart agreement and removal of privileges to operate a golf cart for a portion or remainder of the event.
4. Attendees may not interfere with, alter, or appropriate golf carts for any reason. Failure to comply with this rule is grounds for immediate sanction up to and including ejection from site.

PORTABLE TOILETS (PORTA-JOHNS)

1. Per general rules #18 and #21, do not post notices or otherwise alter or move Porta-Johns.
2. If you have concerns about Porta-Johns, including placement and availability, please contact The Watch.
    a. There are a limited number of Porta-Johns which are placed according to anticipated population and need (including Accessible units). While CLC and Pennsic staff attempt to accommodate all needs, the limited number of units may prevent accommodation of all requests.

RADIO USE

1. Personal communication devices are not restricted at Pennsic so long as they do not violate modern rules for their use.
2. Pennsic operates its own radio communication system. Use of Pennsic radios is strictly limited to official Pennsic functions.
    a. Use of Pennsic radios for other than Pennsic business/operations is subject to sanctions.
    b. Attendees may not appropriate Pennsic radios and anyone who finds a Pennsic radio should return it to The Watch or a member of Pennsic staff as soon as possible.

SANCTIONS

1. Pennsic land sanctions:
    a. The Pennsic staff may levy sanctions against registered land groups who do not comply with the written rules or who are unwilling to work with Pennsic staff to resolve issues that occur during the event.
    b. Sanctions may be levied immediately, at future Pennsic, or both. Past sanctions on groups have included loss of block seniority, loss of block choices, and land forfeiture.
    c. Working with Pennsic staff to resolve issues on site is in your best interest to avoid these or even harsher sanctions.
2. Repeat or combative offenders of any Pennsic policies or rules may be subject to expulsion from the event.
3. When necessary and appropriate (e.g., violations of the anti-bullying policies, or abuse of CLC or Pennsic staff and volunteers); or when requested by these entities, Pennsic staff may refer attendees to SCA or CLC management for further sanctions. These sanctions may include bans from future attendance or participation in other SCA or CLC events.

REGISTRATION RULES

The following policies provide guidance on Pennsic registration, including required ID and other procedures.

1. You will be required to have the following items with you at registration:
    a. A government-issued photo ID which has your photo, name, and date of birth on it. If your government-issued ID does not provide all this information (e.g., it is non-photo), please have a secondary form of ID in addition to your government-issued ID which can be checked against your primary. (For example, a work/building pass with your name and picture on it in addition to a government-issued ID with your name and date of birth on it would be sufficient.)
    b. Proof of membership if you wish to take advantage of the member discount. Any SCA, Inc.-issued item with your name, membership number, and expiration date on it will suffice. In addition to any printed proof of membership, digital membership information including digital membership cards and proof of membership emails are also acceptable proof of membership.
    c. Sufficient cash or credit card to cover the cost of your entry (personal checks, money orders, and travelers' checks will not be accepted).
        i. If you are pre-registered, additional fees may be required.
        ii. Refunds will not be granted after you have passed through registration and received your medallion.
        iii. Coins will not be accepted at registration.
2. If you arrive with a minor who is not your own child you must be at least 21 years of age, and present at registration the following for each minor child for whom you are responsible.
    a. An original (no photocopies or scans will be accepted) SCA "Minor Waiver & Consent to Travel/Medical Authorization

Form” (often referred to as the “Florida Form” - www.sca.org/wp-content/uploads/2019/12/FloridaWaiver.pdf). The form must be fully completed by the minor child’s parent(s) or legal guardian and duly notarized on both the top and bottom halves of the document for each minor child.

   b. You will be required to sign a waiver in the child's name before admittance.
   c. Upon completion of this process, you will be considered the notarized guardian of said minor(s) for the duration of Pennsic.
   d. Lying on these waivers constitutes fraud and will result in your family's expulsion from the event.

3. Emancipated minors must show legal proof of emancipation, in addition to the ID mentioned in line 1 above.
4. Other important registration details:
   a. Reminder: There are no single-day admission rates for visitors. This includes family, friends, and clergy. Everyone attending Pennsic will pay the full requisite fee from the date of their arrival until the end of the War regardless of when they arrive, depart, or how long they stay. There are no exceptions to this policy.
   b. If you are getting a ride from someone who is not staying, they are not allowed to enter the campground without an escort. Escorts are on a first-come, first-served basis and waiting for an escort may require additional time so attendees should plan accordingly. The purpose of this escort is to unload items from a vehicle. The escorted party may not:
      i. Socialize with attendees in the destination camp or other camps (reasonable judgment should be exercised by the escort about what constitutes socializing).
      ii. Help attendee or others with any setup. The purpose is only to unload or load items to the vehicle.
      iii. Once the vehicle is unloaded, the escort will lead the vehicle to the closest gate and ensure they depart the site.
   c. Pre-registrations are not transferable to another person. If a pre-registered attendee is unable to attend Pennsic, they should request a full refund from CLC (within deadlines for that process as provided by CLC management).
   d. According to privacy requirements, no personal information will be provided about attendees at the gate. This includes confirming if someone is on site and where they are camped.

5. Medallions:
   a. Each attendee at Pennsic will be issued a medallion and a paper receipt at Registration Point when they arrive.
   b. The medallion is your visible indicator of authority to be on site.
   c. Each medallion issued is designated to a particular individual; the medallions are not transferable.
   d. All attendees attending Pennsic will always wear their medallions and will produce their medallions for CLC and appropriate Pennsic staff members upon request.
   e. Please ensure that you take your medallion with you when you leave your campsite for any reason. Please note that when traveling between some sections of the campground, including the battlefield, you will be asked to show your medallion.
   f. If you misplace or lose your medallion, please report to Registration Point with your paper receipt to see if it was recovered. If it was not recovered, you will be provided with a wristband in lieu of a medallion.
   g. Anyone attempting to re-enter without a medallion or wristband and who cannot produce a copy of their printed receipt will have to go through Registration Point process again and pay the appropriate fees.

TRAFFIC AND PARKING RULES

The following policies provide a comprehensive set of rules governing the operation of motor vehicles during Pennsic. Due to the close proximity and large volume of pedestrian traffic and other considerations, the operation of motor vehicles on the grounds of CLC during Pennsic presents safety concerns. As such, these rules are designed to allow attendees the convenience of accessing their camps under limited circumstances, while reducing the likelihood of accidents. These rules have been written as informed by specific incidents and issues which have been observed by CLC and Pennsic staff and are an effort to ensure equal and fair access, while equally ensuring safety for all attendees.

TRAFFIC RULES

1. The operation of motor vehicles on CLC presents a risk to operators and pedestrians. As such, the following rules are to be enforced during the entirety of Pennsic:
   a. Motor vehicles in motion within CLC must remain within roadways, except when entering/departing an attendee’s campsite. Attendees are encouraged to ensure appropriate planning to allow for motor vehicles entering/departing their campsite to do so without impeding the roadway.
   b. All motor vehicles must obey traffic signals. This includes one-way markers and posted speed limits. Note: the overall speed limit within CLC is 10 MPH. For most motor vehicles in motion, this pace does not require the use of the motor vehicle’s accelerator to maintain on level ground.
   c. Although not categorized as motor vehicles, golf carts and ECVs may not be operated at a speed above a walking pace.

d. No motor vehicle may be operated, except in emergency situations, within CLC during nighttime hours South of Dragon Trace and Currie Road (that is, the lower “half” of the site essentially south of the Great Hall and Penn Marketplace areas). If you need to leave site during nighttime hours, please contact the Watch and you will be escorted safely off site.

e. Motor vehicles which must be operated (under escort in precluded areas) during nighttime hours must operate using headlights (not just parking/driving lights).

f. During nighttime hours, motor vehicles may enter CLC via the North and Battlefield gates for the primary purpose of reaching parking areas. While this does allow the operation of motor vehicles in areas north of Dragon Trace, the operation of motor vehicles during nighttime hours is strongly discouraged even in areas not otherwise forbidden by other parts of this policy.

g. “Party hopping” of all types is forbidden. The use of motor vehicles for certain combat related activities (e.g., transportation of combatants/participants to/from any martial activity) is strictly at the discretion of CLC personnel and Pennsic event staff. In such events (e.g., the Woods Battles), special and designated traffic and parking practices may be used to control traffic. All attendees in this event agree to expressly follow the instructions of event staff for the safe operation of these large events. Failure to comply with event staff instructions presents a risk of serious injury and, as such, is potential grounds for expulsion from the event or other appropriate sanctions.

PARKING RULES

General Rules:

In general, motor vehicles are not allowed to be parked anywhere outside of designated Pennsic event parking areas – even if the motor vehicle is covered. There are specific exceptions to this rule which are outlined below.

The intention of this rule is that all motor vehicles must be parked within parking areas. If you find yourself confronted by parking staff about a motor vehicle being parked in your camp or elsewhere outside of parking areas; and find yourself defending a violation of the reasons below, you should ask yourself why you are attempting to defend a violation of the principle and intent of this rule.

1. The following rules will be enforced for the entirety of Pennsic:
    a. Motor vehicles may not be parked on a roadway. “Insufficient space” inside or outside of a specific camp does not justify an attendee stopping or parking their motor vehicle in a way to impede a roadway for personal convenience. Note: this may mean you need to park at a short distance from your camp in order to maintain clear roadways.
    b. When loading and unloading a motor vehicle, if you are unable to pull into your camping area, you should stop or park any motor vehicle on the EAST (towards I-79) and NORTH (towards the main parking lot) sides of the road. In areas of the site where this is impractical (due primarily to terrain), you should always stop or park on the same side as other motor vehicles which may already be stopped or parked on the roadway.
    c. There is no stopping or parking allowed in front of the CLC store or in “Town Square” (the area in front of Information point and adjacent to the ice vending). Stopping or parking in these areas is strictly limited to CLC staff and vendors. Failure to comply with this restriction may result in immediate towing of a motor vehicle. “Ice runs” and “grocery runs” to CLC shopping venues are not a justification for disregarding this rule. Attendees of Pennsic are not CLC staff and may not use CLC Staff parking tags to circumvent this (or any) rule.
2. Enforcement of the following rules will commence at 6:00 am on Monday of “Peace Week”, and will continue through the event until 6:00 pm on Friday of “War Week”:
    a. Motor vehicles may not be parked in camp. There is no disability exception to this rule.
    b. In general, attendees have six (6) hours from arrival (as noted on your motor vehicle’s “hang tag” provided when you check in at Registration Point) to unload your motor vehicle and move it to parking – not including nighttime hours. Due to nighttime driving restrictions, the following practical guide is being provided in order to clarify expected times for your motor vehicle to be moved:

Arrival Time	Time by which motor vehicle should be in parking lot
Registration opening through 4:00 pm	6 hours from arrival on that day
5:00 pm	7:00 am of the following day
6:00 pm	8:00 am of the following day
7:00 pm	9:00 am of the following day
8:00 pm	10:00 am of the following day
9:00 pm	11:00 am of the following day
10:00 pm	12:00 pm of the following day

    c. Stopped motor vehicles (as defined above) are allowed on site to facilitate practical transfer of items to/from campsites (e.g., "town-runs", etc.). Motor vehicles must not impede the roadway while stopped. If the driver exits the motor vehicle, the motor vehicle is considered parked and, if outside of the allowed six-hour arrival window, the motor vehicle is subject to parking policy enforcement instantly.

NOTE: Practical consideration of this rule means parking enforcement personnel will use significant discretion and observe interaction of parked vehicles which may be returning from a town run to unload. As long as attendees are actively unloading a vehicle, they will not be asked to move to parking. The intent of this rule is to prevent attendees from returning from a town run and parking their motor vehicle in camp longer than necessary to unload. We ask attendees to plan appropriately to have necessary assistance in their camp to facilitate unloading such that attendees do not have to remain stopped or parked beyond any time necessary to unload.

PARKING LOT RULES

The following policy/practices are in effect for designated parking areas throughout Pennsic:

1. General parking areas are for passenger vehicles only. No trailers are allowed in general, VIP, or disability parking. Trailers parked in any of these areas are subject to immediate towing/removal.
2. All vehicles (including trailers) should be parked in a way which allows the maximum, efficient use of the parking area for all attendees. In most circumstances, this requires a maximum of four feet between vehicles.
3. Vehicles may only be parked perpendicular to the direction of travel in the lanes ("face in" or "face out" to the ropes in the lane).
4. Trailers may be parked only as follows:
    a. Detached trailers may be parked in the trailer parking area. This area is in the far northeast corner of CLC and is marked by signage indicating "trailer drop off". This area is for detached trailers only – parked with tongue facing the travel lane for access.
    b. Attached trailers (that is, trailers which remain attached to their towing vehicle) may be parked in oversized parking only.
5. Oversized vehicles must be parked in the designated oversized parking areas. Oversized vehicles parked in general, VIP, or disability parking may be towed.
6. Disability parking is for the use of those who have a marked (license plate or hangtag) indicator of authority to use these parking areas.
    a. No personal mobility devices may be left in disability parking to "hold" a space. Areas adjacent to disability lots will be provided for you to leave any personal mobility device.
    b. Vehicles without a marker (license plate or hangtag) parked in disability parking will be subject to immediate towing.
    c. Trailers may not be parked in disability parking.

    (Note: The ADA only requires CLC provide a minimum number of spaces based on attendance. That requirement is far below demand, in the range of ~120 spaces. Every effort will be made to provide sufficient disability parking to support attendees of the event, but parking – including disability parking – is a first-come, first-served commodity.)
7. VIP parking is controlled by CLC and requires attendees obtain a replacement parking pass (in exchange for your Pennsic hangtag) during check-in at Registration. CLC staff strictly controls availability for these passes.. Use of a VIP parking pass does not entitle the holder to any additional benefit other than the ability to park in designated VIP parking areas. VIP parking pass holders are subject to all other provisions within this policy.
8. Registration parking is only to be used upon initial entry. Attendees will be directed to a spot and will need to proceed directly to the registration building to complete the registration process and obtain their medallion. Once attendees have completed the registration process, they must proceed immediately back to their vehicle and exit registration parking in order to access the campsite. Vehicles left in registration parking longer than necessary to complete the registration process will be towed with no exceptions.
    a. There are available disability parking spaces adjacent to and within registration parking. These spaces are subject to the same rules as on-site disability parking, but may not be used by attendees except during the registration process.

TRAFFIC AND PARKING AROUND THE BATTLEFIELD

1. The entire battlefield area, including tents, margins, and marked fields is under the control of the Martial Activities. No one may park within any battlefield area without **express permission of the DM of Martial Activities.** Vehicles may not stop for any period of time on roads (including Currie Road) for the purpose of loading or unloading passengers to or from the battlefield.
2. Certain designated areas may be temporarily set aside for this purpose at the discretion of staff.
3. Absent temporary drop off locations, vehicles transporting attendees to the battlefield may only stop in the parking lot to load or unload. Vehicles observed violating this safety requirement may be subject to sanctions including barring of participation in Martial Activities and ejection from site for driver and any passengers.

TOWING POLICY

1. Vehicles that (a) block essential services such as Porta-Johns, Pennsic War facilities, CLC facilities; (b) park in specifically marked "no parking" zones; (c) whose driver, passenger(s) or other attendee(s) remove road barricades on closed roads; or (d) which block or otherwise obstruct the ability of emergency services to perform their task or the bus to pass, are subject to immediate towing without any prior notice. Vehicles which are improperly parked or are in violation of any site rule or site policy are subject to immediate towing without any prior notice.
2. Warnings may be provided based solely on the judgment of Event Safety personnel but are not required.
3. All costs of towing vehicles will be the responsibility of the Owner/Operator of the vehicle in question.
4. The Watch will maintain a list of all towed vehicles and which towing company is holding the vehicle. If your vehicle is towed and you need contact information about the company, please contact The Watch.

DISABLED/STUCK VEHICLES

1. If your vehicle breaks down in the middle of a road or parking area, or becomes stuck in some fashion, please leave a note on the dashboard identifying the issue and the time it occurred and then immediately report the breakdown to the Watch Tent. Unreported disabled vehicles that are improperly parked or block access as described in these policies, will be towed, without notice, at the owner's expense.
2. Should your disabled vehicle need extraction, you may contact the CLC War Room for determination if assistance/towing is possible. Due to increased use of plastic in car construction, CLC may decline to tow/extract your vehicle, if in their opinion, an unsafe or damageable condition exists or may occur.
3. If your vehicle is declined for towing/extraction, you will be required to contact a commercial towing company (information on available companies may be obtained from The Watch).

ZONING AND PLANNING ("LAND")

Land Allotment

1. Every person who pre-registers for Pennsic with a paid pre-registration will have 250 square feet assigned to their designated group.
2. If no group is designated by an attendee by the close of the pre-registration period, the registered attendee will be assigned to "Individual Camping," and while the space will be reserved, the registrant will need to select their space from the available Single Camping areas once they are opened to Single Campers after Land Grab is completed. People paying their registration upon arrival will be allocated 250 square feet in one of the available Single Camping areas.

Accessibility Camping

1. All those who wish to camp in the designated Accessibility Camping area must register with CLC by the pre-registration deadline. Select the land group "ACCESSIBILITY CAMPING," once you have received permission to camp from the Accessibility Camping Coordinator.
2. To receive permission to camp in Accessibility Camping, you must communicate with the Accessibility Camping Coordinator at email address accessibility@pennsicwar.org by the Accessibility Assistance Registration deadline.
3. Additional information regarding accessibility can be found under the Accessibility Assistance section of this document.

RV Camping

1. RVs must be in RV camping (if used) or in parking (if no one is living in it).
2. Those who are considering using an RV must contact CLC directly before pre-registering as the Land Office does not coordinate RV camping. (When pre-registering, please select the Land Group "RV CAMPING.") Please note that an RV, in this case, is defined as a registered motor vehicle, travel trailer or fifth wheel.

General Land Use

1. It is expected that campers will camp with their designated group in the location where they are pre-registered. If this is not possible, the camper must inform Registration Point and the Watch so that the new location is accurately recorded for emergency purposes.
2. Pre-registered group campers will not be allowed to use space in Single Camper areas. They must camp within the boundaries of their registered group.
3. No space can/will be held by anyone for Individual Campers (pre-registered) or Single Campers. These spaces are first-come, first-served.
4. No attendee may erect any camping structure in designated parking areas and attendees may not "camp" in a vehicle, except as provided within RV camping policies.

Singles Camping

1. Single campers may camp in areas designated as Single Camper space. These are the unoccupied areas remaining in certain blocks after the pre-registered groups have established their borders.
2. Single Campers should not arrive until after Land Grab is complete. This is typically no earlier than Sunday of Land Grab weekend.
3. There will be a Singles Liaison desk located at the Watch Tent which will be staffed during times of expected high Singles traffic (e.g., Sunday and Monday after Land Grab, and Friday, Saturday and Sunday of Middle weekend).
    a. The Singles Liaison can assist those looking for singles spots. If you arrive and the Singles Liaison desk is unstaffed, you can ask the Watch to radio for Singles Liaison.
    b. For those who do not wish to avail themselves of the Singles Liaison, there will also be maps at Registration Point and Information Point indicating where the Single Camping areas are located after all registered encampments have finalized their maps.
4. If you are the first to arrive in a Single Camping area, please set up your camp around the perimeter of the space, leaving room for others to fill in. If there are multiple tents to be set up for a small group of Single Campers wishing to camp together, those tents should be placed contiguously within the square footage allocated by the number of paid registrations. (Number of campers x 250 square feet.) If these guidelines are not followed, Land Staff reserves the right to require you to move your tent in order to make the best use of the space.

Land Alterations

1. Any capital or permanent improvements or alterations to the land (such as landscaping or terracing) must be pre-approved, in writing, by the Cooper's Lake Campground Management. Pennsic staff may request and you will be required to provide this documentation upon request.
2. Upon installation or completion, any improvements will become the sole property of Cooper's Lake Campground and there is absolutely no guarantee that you will have any rights to that land in the future as a result of installing or completing any such improvements or alterations.

Mobile Camp Structures

1. For use at Pennsic, all mobile camp structures must visually present a reasonable attempt at pre-17th century structure. If you are uncertain about your trailer's appearance, please contact the Zoning and Planning department ("Land Staff").
2. No mobile camp structures may be connected to the campsite power outlets. Anyone in violation of this rule may be required to pay the additional RV registration fee and move to the RV camping area (space is not guaranteed without pre-registration), or be removed from site.
3. Mobile camp structures must fit within a campsite's allotted land space. These structures will not be granted any special land allotments or special land assignments. Mobile camp structures cannot also be used for any special land negotiations.
4. Encampments found to have structures out of compliance with these rules must agree to a corrective plan with Pennsic Land Staff. Encampments unable or unwilling to comply may have Land sanctions issued against them.
5. All trailers (including mobile camp structures) stored on site outside of the Pennsic event itself must follow all CLC rules for storage trailers. If you are uncertain about your trailer's suitability for storage on CLC's site, please contact the CLC management.

ACCESSIBILITY ASSISTANCE

The Pennsic staff welcomes the participation of those gentles with accessibility needs. Services available through Accessibility Assistance include:

Camping Space

1. Pennsic is a rustic campground with few areas and camps supplied with electricity. The Accessibility Camp is a reasonable accommodation to provide individuals who have mobility issues with the choice of a centrally located, flat camping space with access to electrical outlets.
2. Accessibility Camping functions as singles camping restricted to those who need the location and electricity. Because of physical limits to this space, prior registration with Accessibility Services is required to camp in the Accessibility Camp.
    a. Attendees with accessibility requirements who are not camping in Accessibility Camping spaces are not required to register in advance.
3. Pennsic does not provide assistance with unloading or setup of tents for those camping in Accessibility Camp. It is incumbent upon attendees to organize such assistance as required to individual needs.
4. Accessibility Camping is limited to individuals with a disability and those camping in the same tent as them. Households or groups cannot be registered in Accessibility Camping space.
    a. Each attendee registered is afforded the same space allotment as any other attendee at Pennsic.
    b. RVs are not permitted in Accessibility Camping.

Charging Stations for Medical Equipment

1. Pennsic is a rustic campground. As such there are limited locations with electricity.
2. Do not use electrical outlets in any CLC or Pennsic facility for the charging of medical equipment (per rule 19 of the general site rules).
3. To facilitate the charging of required equipment (e.g., batteries for CPAPs and ECVs) Accessibility Services manages charging stations around site for purposes of charging medically required devices.
4. Use of these charging stations requires registration prior to plugging in any device.
5. Slots for charging stations are filled on a first-come, first-served basis, and there are a limited number of outlets at each location.
    a. Once you have registered for a charging station time slot, you must report to Accessibility Assistance Point to collect a tag associated with your device and then leave this tag on your device while it is charging during your time slot. Once your time slot is over, you must retrieve your device from the charging station.
    b. Items without a tag or which have a tag for an expired time slot may be unplugged.
    c. Attendees who are observed unplugging a tagged device may face sanctions up to and including ejection from site (for repeated infractions).
    d. A copy of the registration request will be emailed to you and serves as your receipt for your time slot. Thus, a valid email is required for registration and communication.

Service Animals

1. The SCA abides by all national, state, and local regulations regarding service animals.
    a. Pets are not permitted on site.
    b. A doctor's letter does not turn an animal into a service animal.
    c. Dogs whose sole function is to provide comfort or emotional support do not qualify as service animals under the ADA or the PHRA.
2. You must bring your service animal with you to Registration Point when you first check in to the event.
    a. Please consider filling out a Service Animal Information form online. The information requested at registration is designed to help us make the experience as smooth and safe as possible for you and your animal.
3. Each service animal must be accompanied by a certificate of Rabies vaccination.
4. The handler is responsible for the care and supervision of his or her service animal.
    a. Service animals must be housebroken.
    b. Service animals must be harnessed, leashed, or tethered.
    c. In the case (and only in the case) that these devices interfere with the service animal's work or the handler's disability prevents using these devices, the handler must maintain control of the animal through voice, signal, or other effective controls.
5. At Pennsic, owners must clean up all dog waste and properly dispose of it in a waste receptacle regardless of where the dog defecates (including in the weeds or bushes).
6. If a service animal behaves in an unacceptable manner or is perceived to not be in control, and the handler does not immediately control the animal, the handler may be required to immediately remove the animal from the site. (A list of local kennels will be provided upon request, but this is only a list of available facilities, and Cooper's Lake/Pennsic staff are not making recommendations for any of these establishments.)

Unacceptable behavior of service animals includes but is not restricted to the following:

    a. Uncontrolled barking, jumping on, or charging at other people or other service animals.
    b. Turning away from the handler when the animal's behavior poses a direct threat to the health or safety of others.
    c. Service animal growling at other patrons or staff.
    d. Defecation or urination onto the privately owned property (tents, camp gear, etc.) or in the food court or other public or private establishments within Pennsic.

7. Pennsic and Cooper's Lake are not responsible for the behavior or needs of any service animal, nor required to provide services for your service animal. Please anticipate all your service animal's needs including water bowl and water, poop bags, as well as all other needs such as medication and hygiene. If you have any questions about local services in the surrounding community or have an immediate need while at Pennsic, please ask Accessibility Services for assistance.
8. When using the dog run:
    a. The dog run is not a public dog park.
    b. Please be cognizant of other animals that may be there prior to your arrival. You may need to wait your turn.
    c. Even at or in the dog run, the owner/handler is still responsible for their dog's behaviors, and the dog is still required to be in total control by its owner/handler at all times.

SITE EXIT RULES

At the end of the event, please follow these rules when cleaning your camp in preparation for departure, to help the Cooper's Lake Campground (CLC) staff maintain the site for the rest of the year and in preparation for next year.

Be aware that Pennsic Staff may levy sanctions against groups who do not leave their campsite in good order. Sanctions may include loss of block seniority, loss of block choices, and land forfeiture.

SITE CLOSING TIME

Pennsic War 53 closes at 12:00 pm, Sunday, August 9, when all attendees must be off site.

GARBAGE

Litter and garbage from your campsite must be placed in the dumpsters prior to your departure. If the dumpster is full, do NOT put your trash in front of the dumpsters. Instead, stack any trash beside or behind the dumpster so the garbage team can empty the dumpster. (see "Garbage Disposal and Recycling" on p.14 for more details)

WOOD

Leave all firewood and lumber stacked next to the nearest road to your camp. Do not put wood in or next to the dumpsters. The garbage company will not take wood.

STRAW

Rake used straw into a pile. Leave unopened straw bales next to the road nearest your camp.

HOLES IN CAMP

Do not leave open holes. Fill in the holes or ditches you have dug and mark them with flagging tape on a stick, a flag, or something else that can be easily seen. (Marking where you dig helps us fix your campsites so you do not have divots next year.) If you do not have enough dirt, please come to the CLC War Room for assistance.

FIRES

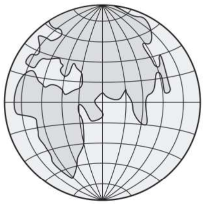
Before leaving camp, extinguish any fires so that they are no longer smoking or smoldering. Leaving an unextinguished fire will results in sanctions for your camp for the following year.

ON-SITE STORAGE TRAILERS

For those of you who store trailers at CLC: do not overload your trailers. It will damage your trailer, the equipment, and is dangerous for the drivers. Please respect the drivers by making sure your trailer has a balanced load front-to-back and is not too heavy.

LOADING

When loading your car and trailers, be respectful of your neighbors. Do not block the road, and do not park in a neighboring camp without asking. Follow the same guidance for parking on roadways as when you arrived (see Parking Rule 2.b on page 20).



ARE YOU TRYING TO FIND WHERE A GROUP IS CAMPING?

An alphabetical list of camping groups, and a list of the groups on each block are online at pennsicwar.org/MAPS

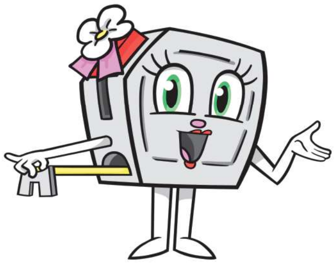
Information Point *(in Town Hall, by the Cooper's Ice Emporium)* will have the list.

The Watch Tent will have the list as well as an oversized map of the campground showing each group's location.

GROUP LIST

ARTWORK CREDITS: Cover Art by Alysa Avery. Pages 4—6 : photographs of the Mayor and Royalty are used with permission. Clipart on pages 5, 25, 28, 33, 48, 49, 61, 70 & 72 are from the *Book of Traceable Heraldic Art* (https://heraldicart.org), Mathghamhain Ua Ruadháin, Editor.

ZONING AND PLANNING (LAND)



Representatives of the Division of Zoning and Planning will be in the Great Hall during Land Grab weekend. If you require assistance after that time, please have your Land Agent go to the Land Office Tent at the corner of Dragon Trace & Chandler's Road, by the Great Hall. If no staff are present, ask the Watch or Information Point to contact Land Staff to assist you with any concerns about your camping space.

Also see the "Zoning and Planning" section of the Site Rules (page 22) for specifics about land allotment and camping

FOR LAND AGENTS

During Pennsic, Land Agents Must:

- Use only your allotted space as agreed to on your approved block map. You are responsible for the actions of the members of your group.
- You may not use any singles camping or otherwise unallocated space on your block.
- If the Land Agent is away from Pennsic temporarily, even for a town run, you must update the "On Site Rep" field of the land.pennsicwar.org website for your group to ensure that someone you trust is available to make decisions for your group or to be contacted by staff in case of issues. An On Site Rep must have an account on land.pennsicwar.org. If the Land Agent has to leave Pennsic completely, email dmland@pennsicwar.org. Remember that to gain seniority, the camp must have a Land Agent on site for all of war.
- Ensure that all members of your group are following the site rules, especially those pertaining to treatment and use of site property. It is your duty to communicate and enforce these rules with your group. Your group can be penalized for violations (e.g., leaving fires unattended, digging sump holes of inappropriate depth, not filling in sump holes, leaving behind garbage, etc.).
- **Read and follow the Site Exit Rules on page 25!** It is your duty to communicate and enforce these rules with your group. Your camp must be free of garbage and loose firewood when you leave.
- Ensure that all members of your group follow all parking regulations. Failure to do so may result in sanctions against your camping group.
- All non-staff participants MUST be off site by noon on Sunday, August 9. Any camp with people still on site after noon on Sunday may receive a sanction.

Please also familiarize yourself with the Zoning and Planning Section of the Site Rules (pages 22-23).

If there are problems with your group, the Land Staff will talk to you as the representative of your group to resolve any issues. Where applicable, the Land Staff will hold you to the borders on the Final Block Map that you signed off on.

Groups or individual campers who do not cooperate or who break the rules may have action taken against them, up to and including removal from the property. Past sanctions have applied to future years' attendance, block assignment, and land square footage allocation.

Planning to become a Land Agent? Visit land.pennsicwar.org for detailed information.

- Every group who wishes to camp at Pennsic must have a Land Agent.
- Land Agents are required to have web access and a working email account.
- Land Agents create an account on the Land website, and register their group each year. They monitor the Land website to check who has registered under their group.
- Land Agents are expected and required to negotiate in good faith with the other Land Agents on their assigned block via email/the internet, prior to arrival at Pennsic.
- To participate in Land Grab, Land Agents (or a designated proxy) must check in between 9 am and 5 pm on Land Grab day, the Friday before Pennsic starts.
- After Land Grab, the Land Agent or a designated "On Site Representative" must be in residence for all of Pennsic. Land that is unattended will be considered abandoned. No "ghost camps" are allowed.

EVENT RESOURCES

REGISTRATION POINT

**Located in the new Registration Building,
on the Southeast corner of the Battlefield
at the corner of Devon's Path and St. Lawrence Way**

Pennsic Registration Point (formerly known as "Troll") is where attendees make their initial entry to Pennsic.

Note: Registration Point closes each evening. Please plan to arrive during open hours:

Friday, July 24:
9 am—12 pm *for Land Agents only*
12 pm—10 pm

Saturday, July 25 —Tuesday, August 5: 8 am—10 pm

Wednesday, August 5: 8 am—6 pm
Registration Point is closed after Wednesday, August 5

When you arrive, please bring your government-issued ID and license plate number for your vehicle/trailer with you to Registration Point. SCA members need to show proof of membership at the time of check in in order to get the $25 member discount. Minor children must be present at the time of check-in.

See the "Registration Rules" on page 18 for full details about items you are required to have at the Point, and about checking in Children, Escorts for drivers who are not attending Pennsic, and Medallions.

Five Important Steps if You Lose Your Medallion

1. First - find the Registration receipt you received, and carry it and photo ID with you at all times.
2. Search your tent/pavilion/blankets. Check your clothes from the evening before. Check the shower and other places where you might have taken the medallion off.
3. Visit the Watch to see if your medallion was turned in. Bring your gate receipt and photo ID with you.
4. If you still cannot find your medallion, bring your receipt and photo ID to Registration Point to receive a special replacement item that you will affix to your body and will NOT be worn on a lanyard or belt. If your medallion is turned in later, the Watch will attempt to contact you.
5. Parents, if your child loses a medallion or ID band, bring your child and your own photo ID when you follow steps #3 & #4. Replacement ID bands will only be issued to minors who are accompanied by their own parent or legal guardian.

If you have lost your medallion,
check at Watch Point.
If you find a medallion, bring it immediately
to Watch Point. They will attempt to find its owner.

NEWCOMERS' POINT

Located in the Town Hall tent, across from the Bathhouse, by the Cooper's Ice Emporium

10 am—4 pm, Mon., July 27, through Tues., August 4

Are you new to the SCA? Is this your first Pennsic? Is this your first event?

Pennsic is the largest event in the SCA, and it can be overwhelming for someone new. We have options to help you get settled in and answer your questions.

At Newcomers' Point, you can sit down, get some water, ask questions, and learn more about Pennsic and the SCA in general. We can also help you get involved with your local group after Pennsic.

NEWCOMERS' CLASSES AT PENNSIC UNIVERSITY
Every year, we offer a special track of classes for Newcomers. These classes will mostly be geared towards those who are new to the SCA and to Pennsic.

Pennsic 101 classes are Aug. 1 at 2 pm, Aug. 2 at 1 pm, Aug. 3rd at 11 am, and Aug. 4th at 2 pm in the Downtown Campus location, next to the playground. We will go over some of the basics. Feel free to bring drinks, snacks, and questions!

Newcomers' Tour of Pennsic: Wed. July 29 at 9 am, starting at the Downtown Campus.

Search **Pennsicwar.org/THING** to find more introductory classes. Create an account and search for activities under Newcomers. Add the classes you'd like to attend to build your personalized schedule.

THING

There is a **NEWCOMERS' PARTY** on Mon. Aug 3, 7-9 pm hosted by Midrealm Royal (block W01).

MORE INFO FOR NEWCOMERS: see pages 28 & 29 for Pennsic Helpful Hints and Campground Amenities.

NOT NEW? VOLUNTEER!
If you are not new to Pennsic and you can give a little of your time to support our activities, we would be incredibly appreciative! Let's work together to make Pennsic amazingly special for Newcomers. Stop by Newcomers' Point to volunteer.

HELPFUL HINTS FOR THOSE NEW TO PENNSIC

Come to a Pennsic 101 class and learn about Pennsic and the SCA! See dates & times on page 27.

Some quick pointers for Pennsic:

- Whenever you leave your campsite, check that you have your site medallion with you. You must wear it during the event and will be asked to show it whenever you enter the campground gates—including going to and from the battlefield. It's a good idea to have a set place to put it every night so you'll remember to put it on in the morning. If you misplace or lose your medallion, please follow the steps on page 27.
- The legal drinking age in Pennsylvania is 21. Camp parties that serve adult beverages will ask to see your ID.
- Town Crier signboards around the campground will have the daily announcements posted.
- The "Pennsic Independent" newspaper is sold daily during the second week of War. There are paper sellers who go around the campground delivering the paper; it is also available at some merchant booths.
- **Do not** use the electrical outlets in campground buildings or Pennsic tents to charge your phone or other devices. They will be removed and taken to the Watch/Lost and Found. Secure paid charging is available at the Internet Café, or — volunteer to help a Pennsic department that allows you to use their outlets while you work!
- Pedestrian and Car access to the campground is restricted at some gates at certain times. See Access Rules 6 & 7 on page 13. For the latest information, please ask at Information Point, or search on Pennsicwar.org for "Gates".

Camp Etiquette: Please respect other encampments' borders even if they are not physically walled off, and ask before taking a shortcut through someone else's camp. If you want to enter a camp or are looking for someone, stop at the entrance and call out "Hello, the camp!" If no one answers, you can check back later.

Be courteous about noise. Quiet hours are in effect between 2 am and 7 am, but please be considerate of your neighbors outside of those times. Even loud conversations can be heard from a distance late at night.

Porta-Johns (sometimes referred to as "Porta-Castles"): Before entering, it's a good idea to knock to make sure it is vacant—and remember to lock the door when you go in! When you exit, please shut the toilet lid; this will vent the odors up and out. If it's late at night, neighbors will appreciate you closing the door quietly. Don't throw in any trash besides toilet paper, and remember to wash/sanitize your hands afterwards to protect your health.

Weather: On hot and sunny days, try to wear a hat, apply sunscreen often, find some shade, and drink plenty of water. Conversely, at night it can get very cold. Bundle up—you can wear socks and/or a head covering to bed, or use a cloak as an extra blanket. During Pennsic, there typically will be at least one big storm. If you know that bad weather is on the way, head back to your camp and make preparations. Look for objects that can be blown away or damaged by water, close up tents, and secure or take down tarps and sunshades. Experienced campers recommend keeping at least one change of dry clothes in your car or a sealed plastic bag.

If someone is suffering from either the heat or the cold, take them to First Aid Point (next to block N04). If you are unable to get there, **call 911,** tell them that you are at Cooper's Lake Campground, and your camp group name and block number. The dispatch will pass this on to EMS personnel at the First Aid Point.

WHAT ARE "PEACE WEEK" AND "WAR WEEK" ?

Pennsic runs over 3 weekends, starting on a Friday with "Land Grab." War is officially declared at Opening Ceremonies on Saturday of the middle weekend. The second full week, known as "War Week," is when all the War Point competitions take place.

The early Pennsic Wars took place over a weekend, and it later became a week-long event. When Pennsic initially expanded to two weeks, the first week was more lightly attended and had fewer official activities taking place. This quiet week after the initial Land Grab was commonly referred to as "Peace Week." As time went on, the first week of Pennsic came to have more and more University classes, dances, tourneys, family activities, and other events scheduled. These days, by the end of Peace Week you will see that most of the Pennsic attendees have arrived at the campground.

This year, Peace Week is Sunday, July 26— Saturday, August 1.
War Week is Sunday, August 2—Friday, August 7

BUS ROUTES / BUS TRACKER

There are two bus routes at Pennsic: the Main Loop and the West (B-block/Archery) Loop. The routes and the transfer points between them are indicated on the campground map.

Buses operate 8 am—9 pm, from Tuesday, July 28 through Friday, August 7.

Three different buses will be running during Pennsic. Please note their schedules:

BUS TRACKERS

- The Accessible bus has a wheelchair lift.
  On July 28, it runs on the Main Loop only.
  From July 29— August 7, it covers both the Main and West Loops.
- The Main Loop bus runs from July 28 —Tuesday, August 4.
- The West Loop bus runs from Wednesday, July 29—Thursday, August 6.

Bus Trackers: You can see the locations of the three buses by going to **pennsicwar.org/BUS** or scanning the QR code. Locations are updated in the trackers every 3 minutes.

For everyone's safety, pedestrians and vehicles are asked to **PLEASE GET OUT OF THE WAY OF THE BUSES.** Parked vehicles that block bus routes are subject to immediate towing.

During past wars, we have nearly lost bus service because of parked cars blocking the bus routes, or pedestrians who do not allow buses to pass. This is especially a problem on the narrow roads in the Bog. If bus service is to continue, please be considerate and move out of the way of the bus.

CAMPGROUND AMENITIES

Cooper's Lake Campground War Room
Open 8 am—6 pm

The War Room is on block E03 at Low Road and Brewer's Road. They can assist with:

- moving trailers to/from CLC storage
- towing a disabled vehicle
- if you need dirt to fill holes
- any other issue with the physical grounds of your campsite

Penn Market
Open 8 am—9 pm. Closes 12 pm on Sunday, August 9

The camp store has hot & cold beverages, baked goods, ready-to-eat foods, pantry staples, fresh produce, frozen meats, household items, camping gear, hardware, and more!

The Ice Emporium
Open 8 am—9 pm. Closes 12 pm on Sunday, August 9

The Emporium sells cubed ice, gallons of water, firewood, and propane tanks/exchanges.

Restrooms / Showers

There are Showers and Flushable Toilets in the Bathhouse near Penn Market, and in the building on the north end of block W13.

Shower trailers are located at the top of the hill on block E05, at the intersection of Brewer's and Chandler's Roads.

CLIC (Cooper's Lake Internet Café)
Open 8 am—7 pm

Located next to the Ice Emporium, the Internet Café offers:

- Secure charging for devices
- WiFi, Computers with Internet access
- Printing, Copying, Scanning, & Faxing services
- Tables and chairs with electrical outlets nearby

ATM Machines are located next to the Internet Café and in the Food Court.

Food Vendors are located in the Food Court by the Main Gate, and near the Penn Market.

Laundry Facilities

A small number of washers and dryers are available in the lower level of the Bathhouse (near Penn Market). They are coin operated and take quarters. **NOTE:** you may **NOT** use any of the electrical outlets in the building to charge devices.

ACCESSIBILITY ASSISTANCE

Located in the Town Hall tent, across from the Bathhouse, by the Ice Emporium

On Friday, July 24, Accessibility Assistance will be in the Great Hall from 8 am—5 pm. After that, we will be in Town Hall through Tuesday, August 4, 9 am—4 pm daily. Outside of those hours, you can ask the Watch to reach us via radio, or contact us via email (checked daily): accessibility@pennsicwar.org.

Accessibility Assistance is in charge of:

- Accessibility Camping (requires pre-registration)
- Electrical Recharging for Medical Devices and Scooters (requires registration in advance or on site)
- Service Animals/Dog Run

Please see pages 23-24 of the Rules for more details about Accessible Camping, Electrical Charging, Service Animals, and Site Rule #14 about Electric Conveyance Vehicles (scooters).

DISABILITY PARKING:

Please familiarize yourself with Traffic & Parking/ Parking Lot rule #6 (page 21). Briefly:

- Disability parking spaces are first-come, first-served
- Vehicles must have a marked (license plate or hangtag) indicator of authority to use these parking areas, or they will be subject to immediate towing.
- Trailers may not be parked in disability parking.
- No personal mobility devices may be left in disability parking to "hold" a space. Areas adjacent to disability lots will be provided for you to leave any personal mobility device.

Volunteers: If you have time to spare, please come and volunteer for us! You can even charge your cell phone or any device while you are with us. Just stop by during our open hours in Town Hall and sign up for an available time slot.

We are **not** in charge of, but may assist with:

Accessible Porta-Johns: in previous years, accessible Porta-Johns were relocated in response to requests. This is no longer the case. We work with Mr John to distribute them across the site to ensure that all have equal access to needed facilities. Nighttime access to Porta-Johns can prove particularly difficult for individuals, so it is worth considering an in-tent camping toilet.

Transportation: Accessibility Assistance does not offer point-to-point golf cart transportation. The Accessible bus (with wheelchair lift) operates 8 am—9 pm, Tuesday, July 29 to Friday, August 7. See page 29 for details about bus routes and the bus tracker.

Sign Language Services at Pennsic: see details on page 31.

HERALDS' POINT

Located at the intersection of Low Road and the Great Eastern Highway (near the Playground and Town Hall tent)

At Heralds' Point, you can consult on names and armory for use in the SCA. Our Heralds can assist you with names, devices, badges, household names, and just about any kind of book heraldry. We will help research, check for conflicts, draw up the forms and armory, and ship it off to your kingdom submissions herald. You pay your normal kingdom submissions fee, plus a small amount for copying costs.

Note that you will need to come back to the Point to pick up and pay for your submission.

If you need help with a branch submission or something complicated, please come to the Point as early in the War as you can, and ask to make an appointment.

Hours: Heralds' Point will be open for consultation from Wednesday, July 29, to Wednesday, August 5. Hours are 11 am—5 pm on most days, and sign-in stops one hour before we close. Please stop by Heralds' Point for the full schedule.

On the last Thursday we are open for pickups only, from 11 am—2 pm.

- **VOLUNTEERS** are always welcomed. We need Greeters, warranted Exchequers, Artists/Colorers, and folks for general administrative duties, as well as consulting heralds.
- **HERALDIC CLASSES** are offered through Pennsic University.

Known World Heralds Meet & Greet, Sun., 8/2, 7 pm
Join your fellow heralds for a gathering at Heralds' Point. There will be warm conversation and, of course, food! This gathering is open to all heralds of the Known World.

EVENT SAFETY

The Event Safety Division includes The Watch, First Aid Point, and Traffic & Parking.

We are here to support you in having a memorable event. Here are some quick highlights to ensure that you have a problem-free vacation:

- Read all the Site Rules & Policies, as they are intended to keep everyone safe.
- Remember to keep track of your children and belongings.
- Report any suspicious behavior to any Pennsic staff member.
- Follow all Traffic and Parking rules. Remember, roadways must always stay open for emergency vehicles.
- Ensure you leave no fires unattended.
- Stay hydrated, and use sunscreen!

Please remember the ideals of our Society and treat each other with courtesy and respect. Event Safety looks forward to assisting you in whatever way we can, and greatly appreciates your support in helping us make this a safe and fun vacation for everyone.

THE WATCH

Located next to First Aid Point, at the corner of Dragon Trace and Brewer’s Road

WATCH POINT IS OPEN 24 HOURS A DAY

If you are experiencing an emergency (police, fire, or medical), call 911. Inform the dispatch that you are at Cooper’s Lake Campground in Worth Township, and give your campsite name and block.

The Watch is similar to a “Neighborhood Watch,” and works to ensure the safety of Pennsic attendees by resolving problems and enforcing site rules. Please visit Watch Point with any questions or concerns you have. Attendees who wish to make a complaint concerning the misconduct of another attendee will be offered assistance in contacting the Seneschals, Cooper’s Lake Campground management, or the Police.

If you need to contact the Watch and cannot make it to Watch Point, you may call their non-emergency phone number: **(540) 428-9630.** Note: this phone number is new for 2026, and is only for the use of attendees on site, to request assistance from the Watch, to report potential concerns, or to ask questions about site rules or other issues which may require a staff member’s attention. We cannot assist people calling from off site, or locate attendees for them.

Volunteers: We welcome volunteers for cart and foot patrols and some support positions at Watch Point. Stop by and sign up. You must be 18 years of age or older to volunteer for patrol shifts. If you wish/need to operate a golf cart, you will also be required to show a valid driver's license and sign a golf cart agreement.

SIGN LANGUAGE SERVICES AT PENNSIC

Pennsic is the largest in-person SCA event where SCAdian Signers can congregate and use their signed language.

“Signers of the SCA” include Deaf SCAdians and newcomers, family members and friends of our Deaf population (CODA, etc), audiologists, teachers of the Deaf, sign language interpreters, and students of sign language.

“Volunteer Signers” are individuals from the SCA Signing Community who express auditory information into visual and/or tactile information at Court, in classes, and throughout SCA events.

For all Signers and those interested in sign language and history, there are classes offered through Pennsic University. There will also be Sign Language Meet-Ups that include shopping nights, coffee outings, painting hands with kids, and more. To find these events, create an account on **pennsicwar.org/Thing**, and do an Advanced Search under the Tags: Sign and ASL.

If you are looking for Signing services, or would like to volunteer, please visit **www.SignHeraldsOfTheSCA.com** or come to Accessibility Assistance Point (in Town Hall).

First Aid Point / EMS

Located next to The Watch Tent at the corner of Brewer's Road and St. Lawrence Way

FIRST AID POINT IS OPEN 24 HOURS A DAY

IN CASE OF MEDICAL EMERGENCY: If you need an in-camp emergency response, dial 911 and notify the dispatch that you are at Cooper's Lake Campground in Worth Township. Provide the campsite name, block, and the nearest Pennsic road intersection. Have someone waiting at that intersection to direct emergency personnel.

Services Available

- All services are provided free of charge.
- The Point is staffed by Ross/West View EMS personnel, who are on-site 24 hours a day for the duration of the event. Doctors from Allegheny General Hospital are generally on-site 9 am—6 pm.
- Medical providers can provide treatment for both minor and more serious illnesses and injuries.
- If it is determined that the condition is life threatening, or that it is in the patient's best interest to be seen in an emergency room, then the patient may be taken by ambulance to the most appropriate facility.
- Patients with less urgent injuries or chronic illnesses will be evaluated and given the option as to appropriate care.
- **Over-the-counter medications, sunscreen, and medical supplies are not available at First Aid Point.** Some of these items can be purchased at the Cooper's Lake Camp Store.

Self-Service Items Available at First Aid Point:

- Hand washing stations
- Adhesive bandages
- Ice packs
- Triple-filtered drinking water
- Misting tent

Treatment of Minors

Life-threatening injuries and illnesses will always be treated. However, the Commonwealth of Pennsylvania does not allow medical personnel to treat minors for minor illnesses or injuries unless a parent or legal/notarized guardian is present. In any event, if you are in doubt, medical staff will evaluate the patient and will assist in making that determination.

For Those With Existing Medical Conditions

If you have a medical condition of which EMS personnel should be aware, we strongly recommend that you always wear a commercially available Medical Notification/Alert bracelet or necklace. Additionally, you should always carry any prescribed emergency medications with you. Carefully plan your medication needs prior to arriving at Pennsic. Prescriptions that are written out of state may not be able to be filled in Pennsylvania, and on-site doctors are not generally able to write prescriptions for existing medical conditions.

Note: The Pennsic War cannot provide refrigeration service for individuals needing storage of medications. If you must bring sensitive medicines that need refrigeration, please take that into consideration when making your Pennsic plans.

Suggestions for a Safe and Healthy Pennsic

- Hydrate often with non-caffeinated, non-alcoholic liquids.
- Apply sunscreen often.
- Carry emergency medications with you and wear a medical alert tag.
- Sanitize, sanitize, sanitize! This includes food preparation. Wash your hands frequently.
- Keep lids closed on toilets to discourage disease-carrying flies. This also reduces odors, as the Porta-Johns are designed to vent through an exhaust pipe that runs to the roof.

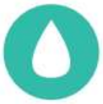
Above all else, bring your common sense to Pennsic!

Filtered Water Stations

Stay well-hydrated at Pennsic

Potable water for the public is available at a number of Filtered Water Stations, noted on the campground map by green and white droplets. Banners with this symbol will be on display at the water stations. The stations have hoses attached for your use. Please do not add or remove hoses without permission.

The water stations are maintained throughout War by volunteer staff. Thank you for helping by being considerate of our volunteers, each other, and the Earth when you use our stations.



TRAFFIC AND PARKING ENFORCEMENT

Traffic and Parking Enforcement is a critical part of Event Safety. They help ensure vehicles are safely operated and, more critically, parked in a manner in compliance with both the spirit and intent of the event rules.

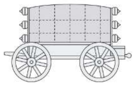
Parking Enforcement's primary function is to oversee and enforce the Parking and Traffic rules. Please take a moment to **FAMILIARIZE YOURSELF WITH ALL THE RULES** concerning Traffic, Parking, the Parking Lot, and Towing in this Guide (pages 19-22) and online prior to the event.

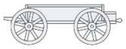
ROAD CLOSURES: Conditions at the site are variable and highly contingent on weather conditions. If roads or parking lots become impassable, it may become necessary to restrict traffic in certain parts of the site. In those cases, notification will be provided online via the Pennsic War website. In addition, markers and indicators may be posted on roads and in parking areas to inform attendees. If roads or parking areas are closed, please do not operate vehicles in those areas except in emergencies.

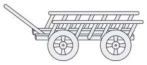
TOWING: Please read the Site Rules about Towing! Vehicles which are improperly parked or are in violation of any site rule or site policy are subject to immediate towing without any prior notice.

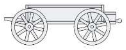
If your vehicle has been towed: The Watch maintains a list of all towed vehicles and which towing company is holding the vehicle. If you need contact information for the company, please contact The Watch.

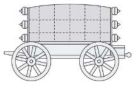
If your vehicle breaks down or is stuck in the middle of a road or parking area, notify the Watch immediately to avoid being towed.











TOWN HALL / INFORMATION SERVICES

The Town Hall tent is across from the Bathhouse near the Cooper's Ice Emporium
It houses Information Point, Lost & Found, Town Criers,
Accessibility Assistance, and Newcomers' Point.

INFORMATION POINT

Table in Town Hall
Open daily 9 am —6 pm
starting on Friday, July 24
Closing at noon on Friday, August 7

We are the folks who have the answers or will help you get them. If you have a question about Pennsic, please start by coming to Info Point. We can help you:

- Find out where a group is camping
- Get directions to the different Pennsic activities
- Locate a specific merchant, or a type of merchant
- Find stores/services in town
- Get the up-to-date Pennsic schedules
- Purchase a paper copy of the Pennsic Event Guide
- Get the local weather forecasts

TOWN CRIERS

Table in Town Hall, opens Tuesday, July 28

The Pennsic Town Criers post information once per day on the 26 signboards located throughout the town areas of Pennsic —in the Food Court and at many of the bus stops and intersections around the campground. This includes daily updates from the Mayor, official event notices, and bus routes.

Postings for the boards can be dropped off at Information Point or emailed to townhall@pennsicwar.org.

Please do not remove the notices or maps from the boards! Instead, take a photo for reference.

Volunteers: We can always use help posting info on the signboards, as well as putting together the daily updates. We have a cool, shaded area and charging points you can use while you volunteer! Please stop by Town Hall or send inquiries to townhall@pennsicwar.org.

LOST & FOUND

Table in Town Hall
Open daily from 9 am—6 pm (until noon on Saturday, August 8)

LOST ITEMS:

- Please put identification on important objects. This will help us get them back to you sooner. We suggest you set the Lock Screen on your phone to display your modern name during Pennsic.
- If you lose a Phone, a Wallet containing Identification, Vehicle Keys, or Medications, please report it at Watch Point. (Open 24 hours a day.) They will contact you if your item is turned in.
- If you lose your site medallion, check with Watch Point (bring your gate receipt and photo ID. See details on p. 27)
- For other items, come to Lost & Found to see if they have been turned in. Lost & Found also has items that were turned in at last Pennsic.
- If it is after hours, please come see us in the morning.
- You can also contact us at lostandfound@pennsicwar.org.

FOUND ITEMS:

- Bring valuable personal items that have the owner's full modern name printed on them (credit cards, prescription medication, work ID's, government ID's, etc.) to Watch Point. They can obtain contact information and notify the owner that their items were found as quickly as possible.
- Bring found Pennsic site medallions to Watch Point. They will attempt to get them back to the owner.
- General items (such as mugs, clothing, rattan weapons) that don't have the owner's full name on them should be brought to Lost & Found.
- If it is after hours, please bring the item in when we open in the morning.
- Found Items are held for pick-up through the end of this Pennsic, and then put away in storage until next year. After being unclaimed for 2 Pennsics, they are turned over to the Lost & Found Auction at the next War.

BATTLEFIELD ITEMS: Weapons & Armor left on the field will be brought to the Inspections Point tent, and later to the Lost & Found in Town Hall. Non-martial items left on the field will be brought to Lost & Found (also check with the Watch for valuable personal items).

LOST & FOUND AUCTION: will be held in the Great Hall on Thursday, August 6, from 2—5 pm.

- This year's auction will have items found at Pennsic 51 and earlier. Please come claim them before Wednesday, August 5. After than they will be packed up to be moved to the Auction.
- Bidders must register with the auction clerk. Purchases are cash only.

PENNSIC MENTORSHIP PROGRAM

Are you looking to grow, learn, and connect during Pennsic War? Have you been wanting to use your knowledge and skills to serve in the SCA?

The Pennsic Mentorship Program is a unique opportunity to enrich your Pennsic experience, gain guidance from experienced mentors and share your own expertise with others in our vibrant community. Whether you're looking to develop new skills, explore leadership opportunities, or simply make meaningful connections, this program is designed for YOU.

- Open to all individuals aged 18 and older
- Personalized Guidance
- Hands-on learning opportunities
- Flexible and tailored to your goals
- Supportive Networking
- Practical Insights to SCA service

Learn more about the Program at the Informational Sessions on Wednesday, July 29 (11 am) and Wednesday, August 3 (9 am), in Pennsic University Tent #12. These will feature a Meet & Greet with the Program Staff, previous participants and mentors sharing their experiences, and handouts with specific information about the program.

Applications for the Pennsic 54 Mentorship Program will be available starting January 1, 2027, and close on March 1. Take the first step toward an unforgettable journey of growth and camaraderie! Be on the lookout for our information and applications on the official Pennsic War Facebook page (facebook.com/Pennsic) and the Mentor Program's Instagram page: @pwmentorship.sca.

MARTIAL ACTIVITIES

Martial Activities is supported by a large team of coordinators, staff, volunteers, and marshals who help make the fighting, shooting, throwing, and inspections happen.

I wanted to take a little space to introduce some of those teams in their own words.

We hope everyone has a safe, fun, and most excellent War!

In service,
Master Alessandra Brucioli (but you can call me Bruce!!!)
Deputy Mayor for Martial Activities

Marshal 1 Sir Ardan Scot (Æthelmearc KEM)
Marshal 2 Sir Samson (East)
Marshal 3 Sir Marcus Pinarius Draconarius (Midrealm)

Many volunteers, both behind the scenes and out front, spend their vacation time helping the marshal staff to keep things running. Signal Corps, MOL, Battlefield, and many others work freely during their War to help keep everyone safe and supported. Please thank them, as well as your Marshals 1, 2, and 3, for the work they do.

Please follow the rules, have fun, enjoy the War as best you can, stay safe, and hydrate often.

Battlefield 1: Duke Siegfried von Kulmbach
Battlefield 2: Luminaria Salvadore De La Torres

Greetings from Battlefield 1 & 2! Battlefield acts as the stage manager for the locations where the medieval martial artists visiting the Debatable Lands display their prowess. The Battlefield division manages the physical and human resources necessary for creation and safety of the various ranges, list fields, and battlefields at Pennsic. We make castles out of hay bales, define the "edge of the world," and supply the gentles who run your favorite activities with what they need to serve you best. If you participate in any martial activities at Pennsic you've undoubtedly seen and benefited from our handiwork.

Signal Corps

This is our newest team! These folks have been an integral part of Pennsic for many years. We invited them to be a part of staff so we could help them acquire the tools they need to do their job: the Pennsic Signal Corps supports the execution of battles as directed by the Pennsic Marshal in Charge, under the rules and conventions agreed to by the Crowns.

Signal Corps maintains timing and scoring for war point battles and provides visual and audible signals to combatants and marshals before, during, and between combat scenarios. Signal Corps also distributes and tracks the marshals' communication technology on the field.

Minister of the Lists / MOL

Greetings from the MOL Team at Armored Inspection Point! To help the inspection process run smoothly:

If you use more than one helmet, you must bring all of them with you at the time of inspection.

The first step is armor inspection by a marshal, then you will present your Pennsic medallion, proof of authorization, and name of the marshal who inspected you.

Place your helmet(s) on the table in front of the MOL for easy access to sticker. If you have a highly polished or decorated helmet, such as worn for specialty battles, tags are available, but you must make the request prior to showing your documentation.

(See page 45 for more Inspection details.) If you have any questions, please swing by Inspection Point.

Rapier MOL TH Lady Elinor Walden

Greetings from your friendly local Rapier MOL!

Before rapier fighters can be inspected or fight in melees or tournaments, they must come to the Rapier MOL tent with their fencing mask or helm, proof of authorization (physical or virtual), and Pennsic medallion. Once the Rapier MOLs have verified that a fighter is authorized in their kingdom and is checked in on site, their mask or helm will receive an Inspection Sticker.

See page 50 for Inspection dates, times, and details.

Tent and Discipline Coordinators

A special shout-out to the Martial Activities Tent coordinators, who are doing the super glamorous work of keeping these tents running: bringing water/ice, letting the DM know when trash needs to go, EMS radios, handling Lost and Found, and all the other bits and pieces involved in herding the cats. If you are near a martial tent, please pop in and say hi!

Map / Field Layout

The Battlefield tents map is on page 42. Final on-site adjustments may occur as needed due to safety, weather, site conditions, or operational requirements.

And there are many more Martial Staff volunteers! Please see the "Welcome from Martial Activities" news post at pennsicwar.org/MA

Battlefield Activities— page 36
Battlefield Map — page 42
Combat Rules — page 43
War Point Scenarios — page 62
War Points Schedule — page 63

BATTLEFIELD ACTIVITY SCHEDULE

MONDAY, JULY 27

9:00 am - 1:00 pm	Thrown Weapons Range Set-Up (Combat:TW)	TW Tournament Range
9:30 am - 12:30 pm	Archery Range Set-Up (Combat:A)	Archery Field
12:30 pm - 1:30 pm	Archery Marshal and MIT Orientation (Combat:A)	Archery Marshalsl Tent

TUESDAY, JULY 28

7:00 am - 9:00 am	Intermediate Archery: Royal Rounds and Practice	Archery Field
8:00 am - 9:00 am	Études 2 and 3 for Single Sword (Fencing) (Comb:R)	Rapier List 1
9:00 am - 1:00 pm	Thrown Weapons Range Set-Up (Comb:TW)	Thrown Weapons Tournament
10:00 am - 11:00 am	Youth Rapier 101 (Comb:Y)	Youth Rapier List
10:00 am - 2:00 pm	A Tournament of Chivalry (Comb:H)	Armored List Green
11:00 am - 12:00 pm	Disengage and Blade Play for Youth (Comb:Y)	Youth Rapier List
12:00 pm - 1:30 pm	KW Thrown Weapons Marshals: Opening Meeting	Thrown Weapons Teaching Tent
12:00 pm - 2:00 pm	Youth Rapier Open Sparring (Comb:Y)	Youth Rapier List
12:00 pm - 5:00 pm	Coaches' Corner Fight Practice (Comb:H)	Armored List
3:00 pm - 4:30 pm	Archery Long Distance Shooting (Comb:A)	White Archery Field

WEDNESDAY, JULY 29

7:00 am - 9:00 am	Intermediate Archery: Royal Rounds and Practice	Archery Field
8:00 am - 9:00 am	Études 2 and 3 for Single Sword (Fencing) (Comb:R)	Rapier List 1
9:00 am - 12:00 pm	SCA Harnischfechten Experiment Practice	Steel Combat
9:00 am - 1:00 pm	Thrown Weapons Range Set-Up (Comb:TW)	Thrown Weapons Tournament
9:00 am - 2:00 pm	Youth Rapier Open Sparring (Comb:Y)	Youth Rapier List
10:00 am - 11:00 am	Archery Marshal and MIT Orientation (Comb:A)	Archery Marshals Tent
11:00 am - 12:00 pm	Beginner Archery (Mrtl)	Blue Archery Field
11:00 am - 12:00 pm	Archery Target Roundtable (Comb:A)	Archery Marshals Tent
11:00 am - 3:00 pm	Peace Week Archery Practice (Comb:A)	Archery Field
12:00 pm - 3:00 pm	Youth Armored Combat Open Sparring (Comb:Y)	Youth Combat List
12:00 pm - 5:00 pm	Coaches' Corner Fight Practice (Comb:H)	Armored List
2:00 pm - 3:00 pm	Beginner Thrown Weapons (Comb:TW)	Thrown Weapons Teaching Range
3:00 pm - 4:30 pm	Archery Long Distance Shooting (Comb:A)	White Archery Field

THURSDAY, JULY 30

7:00 am - 9:00 am	Intermediate Archery: Royal Rounds and Practice	Archery Field
8:00 am - 9:00 am	Études 2 and 3 for Single Sword (Fencing) (Comb:R)	Rapier List 1
8:30 am - 11:00 am	Youth Armored Combat Open Sparring (Comb:Y)	Youth Combat List
9:00 am - 11:00 am	Atl-Atl Clout Throw (Comb:A)	White Archery Field
9:00 am - 12:00 pm	SCA Harnischfechten Experiment Practice	Steel Combat
9:00 am - 2:00 pm	Youth Rapier Open Sparring (Comb:Y)	Youth Rapier List
10:00 am - 11:00 am	Beginner Thrown Weapons (Comb:TW)	Thrown Weapons Teaching Range
10:00 am - 12:00 pm	Early Bird Tournament 20 (Comb:R)	Rapier Field
11:00 am - 3:00 pm	Peace Week Archery Practice (Comb:A)	Archery Field

THURSDAY, JULY 30 (cont)

12:00 pm - 5:00 pm	Coaches' Corner Fight Practice (Comb:H)	Armored List
2:00 pm - 4:00 pm	Youth Armored Combat Battlefield Games (Comb:Y)	Youth Combat List
3:00 pm - 4:30 pm	Archery Long Distance Shooting (Comb:A)	White Archery Field

FRIDAY, JULY 31

7:00 am - 9:00 am	Intermediate Archery: Royal Rounds and Practice	Archery Field
8:00 am - 9:00 am	Études 2 and 3 for Single Sword (Fencing) (Comb:R)	Rapier List 1
8:30 am - 11:00 am	Youth Armored Combat Open Sparring (Comb:Y)	Youth Combat List
9:00 am - 11:00 am	Pennsic Flight Shoot (Comb:A)	Archery Field
9:00 am - 12:00 pm	SCA Harnischfechten Experiment Practice	Steel Combat
9:00 am - 2:00 pm	Youth Rapier Open Sparring (Comb:Y)	Youth Rapier List
10:00 am - 11:00 am	Youth Axe-Throwing Instruction (Comb:TW)	Thrown Weapons Teaching Range
10:00 am - 11:00 am	Beginning Fabris' Scienza d'Arme (Comb:R)	Rapier List 3
10:00 am - 1:00 pm	15th Annual Rapier Poker Tournament (Comb:R)	Rapier Field
11:00 am - 12:00 pm	Beginner Archery (Mrtl)	Blue Archery Field
11:00 am - 12:00 pm	Fabris' Cloak (Comb:R)	Rapier List 3
11:00 am - 12:30 pm	Thumb-Ring Archery (Comb:A)	Red Archery Field
11:00 am - 3:00 pm	Peace Week Archery Practice (Comb:A)	Archery Field
12:00 pm - 1:00 pm	Siege Range Open (Comb:H)	Battlefield East
12:00 pm - 5:00 pm	Coaches' Corner Fight Practice (Comb:H)	Armored List
1:00 pm - 2:00 pm	Ghisliero 1587 - Understanding the Original (Comb:R)	Rapier List 3
1:00 pm - 2:00 pm	Beginner Thrown Weapons (Comb:TW)	Thrown Weapons Teaching Range
1:00 pm - 5:00 pm	Siege Inspections (Comb:H)	Inspection Point
2:00 pm - 4:00 pm	Youth Armored Combat Battlefield Games (Comb:Y)	Youth Combat List
3:00 pm - 4:00 pm	Archery Marshal and MIT Orientation (Comb:A)	Archery Marshals Tent
3:00 pm - 4:30 pm	Archery Long Distance Shooting (Comb:A)	White Archery Field
4:00 pm - 6:00 pm	War Herald's Challenge (Hldry)	Fort
8:30 pm - 11:30 pm	Night Throw Tournament (Comb:TW)	TW Tournament Range

SATURDAY, AUGUST 1

8:30 am - 11:00 am	Youth Armored Combat Open Sparring (Comb:Y)	Youth Combat List
9:00 am - 12:00 pm	Battle for La Rochelle (Comb:R)	Fort
9:00 am - 2:00 pm	Youth Rapier Open Sparring (Comb:Y)	Youth Rapier List
10:00 am - 11:00 am	Beginner Thrown Weapons (Comb:TW)	Thrown Weapons Teaching Range
10:00 am - 12:00 pm	Viking Pillage Tournament (Comb:TW)	Thrown Weapons Tournament
10:00 am - 1:00 pm	Known World Novice Tournament (Comb:H)	Armored List Green
10:00 am - 4:00 pm	Ullr's Games: A Known World Archery Challenge	Archery Field
11:00 am - 12:00 pm	Thrown Weapons Event Range Planning (Comb:TW)	Thrown Weapons Teaching Tent
12:00 pm - 1:00 pm	Using a Sling in the SCA (Comb:TW)	Thrown Weapons Teaching Range
12:00 pm - 1:00 pm	Siege Range Open (Comb:H)	Battlefield East
12:00 pm - 3:00 pm	Known World Baronial Rapier Champions' Tourney	Armored List Blue

These schedules were generated on June 6. For the up-to-date list and detailed descriptions of events, visit ***Pennsicwar.org/THING****. You can search by event name, or filter by topic, date/time, or location.*

THING

SATURDAY, AUGUST 1 (cont.)

1:00 pm - 2:00 pm	Tally Tip Tourney: a great tournament format	Rapier List 3
1:00 pm - 3:00 pm	Kamikaze Battle (Comb:H)	Fort
1:00 pm - 5:00 pm	Siege Inspections (Comb:H)	Inspection Point
1:30 pm - 3:30 pm	Blue Feather Rainbow Fling (Comb:TW)	Thrown Weapons Tournament
2:00 pm - 3:00 pm	The Battle of Tortuga (Rapier) (Comb:R)	Rapier List 1
3:00 pm - 4:00 pm	Advanced Thrown Weapons (Comb:TW)	Thrown Weapons Teaching Range
3:00 pm - 4:30 pm	Stab-and-Gab Rapier Gathering (Comb:R)	Rapier List 5
3:00 pm - 5:00 pm	Tarl's Little Pole Arm Tourney 18 (Comb:H)	Armored List Red
4:00 pm - 5:30 pm	KW Thrown Weapons Marshals: Opening Meeting	Thrown Weapons Teaching Tent
5:00 pm - 7:00 pm	Archery Champions' Practice (Comb:A)	Archery Field
6:00 pm - 7:30 pm	Opening Ceremonies (Event)	Fort

SUNDAY, AUGUST 2

8:00 am - 11:00 am	12th Pennsic Period Shoot (Comb:A)	Blue Archery Field
8:30 am - 11:00 am	Youth Armored Combat Open Sparring (Comb:Y)	Youth Combat List
9:00 am - 10:00 am	Thibault's Academy of the Sword Applied to SCA	Rapier List 3
9:00 am - 10:30 am	Thrown Weapons MIT: Part 1 (Comb:TW)	Thrown Weapons Teaching Tent
9:00 am - 11:00 am	War Week Archery Practice (Comb:A)	Archery Field
9:00 am - 11:00 am	Archery: Heroic Head-to-Head War Point Shoot	Purple Archery field
9:00 am - 2:00 pm	Youth Rapier Open Sparring (Comb:Y)	Youth Rapier List
10:00 am - 12:00 pm	Harnischfechten Experiment Deed of Arms	Steel Combat
10:00 am - 4:00 pm	Champions' Day (Comb:WP)	Battlefield
10:00 am - 4:00 pm	Thrown Weapons Populace War Point (Comb:TW)	Thrown Weapons Populace Range
11:00 am - 12:00 pm	How to Teach Youth to Throw (Comb:TW)	Thrown Weapons Teaching Tent
11:00 am - 1:00 pm	Kinetic Tournament (Comb:TW)	Thrown Weapons Tournament
11:00 am - 5:00 pm	Archery Populace War Point Shoot 53 (Comb:A)	Archery Field
12:00 pm - 1:00 pm	Making, Care, and Feeding of Thrown Weapons	Thrown Weapons Teaching Tent
12:00 pm - 1:00 pm	KW Baronial Archery Shoot Set-up (Comb:A)	Blue Archery Field
12:00 pm - 3:00 pm	SCA Harnischfechten Experiment Practice	Steel Combat
1:00 pm - 2:00 pm	Making a Braided Sling (Comb:TW)	Thrown Weapons Teaching Tent
1:00 pm - 3:00 pm	Known World Baronial Archery Champions' Tourney	Blue Archery Field
1:00 pm - 3:00 pm	Shield Throw (Comb:TW)	Thrown Weapons Tournament
1:00 pm - 5:00 pm	Siege Inspections (Comb:H)	Inspection Point
2:00 pm - 3:00 pm	Archery Marshal and MIT Orientation (Comb:A)	Archery Marshals Tent
2:00 pm - 3:00 pm	Beginner Thrown Weapons (Comb:TW)	Thrown Weapons Teaching Range
2:00 pm - 4:00 pm	Youth Armored Combat Marshal Collegium (Comb:Y)	Youth Combat List
3:00 pm - 5:00 pm	Intercollegiate Tournament: Thrown Weapons	Thrown Weapons Tournament
4:00 pm - 5:00 pm	Individual Battlefield Awareness (Comb:R)	Rapier List 1
4:00 pm - 5:00 pm	Youth Marshal Meet and Greet (Comb:Y)	Youth Combat List
5:00 pm - 7:00 pm	Archery Champions' Practice (Comb:A)	Archery Field
5:00 pm - 8:00 pm	Helgaball (Event)	Battlefield West
5:30 pm - 8:00 pm	Kingdom Champions' Teams Tryouts (Comb:TW)	Thrown Weapons Tournament
6:00 pm - 8:00 pm	Combat of the Thirty (Comb:H)	Battlefield North
6:00 pm - 8:00 pm	Youth Armored Combat Night with Knights (Comb:Y)	Youth Combat List

MONDAY, AUGUST 3

7:00 am - 9:00 am	Intermediate Archery: Royal Rounds and Practice	Archery Field
8:00 am - 9:00 am	Études 2 and 3 for Single Sword (Fencing) (Comb:R)	Rapier List 1
8:30 am - 11:00 am	Youth Armored Combat Open Sparring (Comb:Y)	Youth Combat List
9:00 am - 11:00 am	War Week Archery Practice (Comb:A)	Archery Field
9:00 am - 11:00 am	Thrown Weapons MIT: Part 2 (Comb:TW)	Thrown Weapons Teaching Tent
9:00 am - 12:00 pm	SCA Harnischfechten Experiment Practice	Steel Combat
10:00 am - 11:00 am	Fighting I.33 on the SCA Fencing Field (Comb:R)	Rapier List 3
10:00 am - 11:00 am	Youth Rapier 101 (Comb:Y)	Youth Rapier List
10:00 am - 11:30 am	Thumb-Ring Archery (Comb:A)	Red Archery Field
10:00 am - 12:00 pm	Armored Bridge Battle (Comb:WP)	Battlefield
10:00 am - 12:00 pm	Best of the Known World Rapier Tournament	Rapier List 1
10:00 am - 4:00 pm	Thrown Weapons Populace War Point (Comb:TW)	Thrown Weapons Populace Range
11:00 am - 12:00 pm	Beginner Archery (Mrtl)	Blue Archery Field
11:00 am - 12:00 pm	I.33 Tournament (Comb:R)	Rapier List 3
11:00 am - 12:00 pm	Disengage and Blade Play for Youth (Comb:Y)	Youth Rapier List
11:00 am - 12:00 pm	Fair and Fun Thrown Weapons Tournament: Discus-	Thrown Weapons Teaching Tent
11:00 am - 1:00 pm	Thrown Weapons Bear Pit Tournament (Comb:TW)	Thrown Weapons Tournament
11:00 am - 5:00 pm	Archery Populace War Point Shoot 53 (Comb:A)	Archery Field
12:00 pm - 1:00 pm	Japanese-Style Archery: A Beginners Perspective	Blue Archery Field
12:00 pm - 2:00 pm	Youth Rapier Open Sparring (Comb:Y)	Youth Rapier List
1:00 pm - 2:30 pm	Childrens Safari Animal Shoot (Comb:A)	Blue Archery Field
1:00 pm - 3:00 pm	Intercollegiate Tournament: Armored (Comb:H)	Armored List Green
1:00 pm - 3:00 pm	Rapier Stronghold Battle (Comb:WP)	Battlefield
2:00 pm - 3:00 pm	Advanced Thrown Weapons (Comb:TW)	Thrown Weapons Teaching Range
2:00 pm - 4:00 pm	Æthelmearc Adult/Youth Tag Team Tournament	Youth Combat List
3:00 pm - 4:00 pm	Beginner Thrown Weapons (Comb:TW)	Thrown Weapons Teaching Range
3:30 pm - 5:00 pm	Axe Continuous-Throw Tournament (Comb:TW)	Thrown Weapons Tournament
4:00 pm - 5:00 pm	Rapier Tally Tip Tourney (Comb:R)	Rapier List 3
4:00 pm - 6:00 pm	Ten-Warrior Mêlée Tournament (Comb:H)	Battlefield West
5:00 pm - 7:00 pm	Archery Champions' Practice (Comb:A)	Archery Field
5:30 pm - 8:00 pm	Kingdom Champions' Teams Tryouts (Comb:TW)	Thrown Weapons Tournament
6:00 pm - 7:30 pm	Youth Pole Arm Tourney (Comb:Y)	Youth Combat List
6:30 pm - 8:30 pm	Youth Rapier Glow Saber Tourney (Comb:Y)	Youth Rapier List
9:00 pm - 11:00 pm	Torchlight Tournament (Comb:H)	Armored List Blue

60 Years of SCA!

At the Fort, Tuesday, August 4, from 6 pm—midnight

Come one, come all, to celebrate the 60 years of the Society !

Go head-to-head with SCA Board Directors in a “Hot Ones” Challenge

Listen to amazing musicians ~ Enjoy other games and shenanigans

TUESDAY, AUGUST 4

8:00 am - 8:00 pm	Archery Champions' Shoot (Comb:A)	Archery Field
8:00 am - 9:00 am	Études 2 and 3 for Single Sword (Fencing) (Comb:R)	Rapier List 1
9:00 am - 10:00 am	Thibault's Academy of the Sword Applied to SCA	Rapier List 3
9:00 am - 12:00 pm	SCA Harnischfechten Experiment Practice	Steel Combat
10:00 am - 12:00 pm	Intercollegiate Tournament: Rapier (Comb:R)	Rapier List 5
10:00 am - 12:00 pm	KW Baronial Champions' Thrown Weapons Tourna-	Thrown Weapons Tournament
10:00 am - 1:00 pm	Ansteorra Rapier Tournament (Comb:R)	Rapier List 1
10:00 am - 4:00 pm	Thrown Weapons Populace War Point (Comb:TW)	Thrown Weapons Populace Range
10:30 am - 11:30 am	Known World Youth Rapier Tournament (Comb:Y)	Youth Rapier List
10:30 am - 12:30 pm	Armored Woods Battle (Comb:WP)	Woods
11:30 am - 2:00 pm	Youth Rapier Open Sparring (Comb:Y)	Youth Rapier List
12:00 pm - 1:00 pm	Intro to the New Society Rules (Comb:TW)	Thrown Weapons Teaching Tent
12:00 pm - 4:00 pm	Knowne World Baronial Youth Champions' Tourna-	Youth Combat List
1:00 pm - 2:30 pm	Thrown Weapon Accessibility Discussion/Instruction	Thrown Weapons Teaching Tent
1:00 pm - 3:00 pm	Master Magnus' Mystery Tournament (Comb:TW)	Thrown Weapons Tournament
1:30 pm - 3:00 pm	Rapier Woods Battle (Comb:WP)	Woods
3:00 pm - 4:00 pm	Youth Axe-Throwing Instruction (Comb:TW)	Thrown Weapons Teaching Range
3:00 pm - 5:00 pm	Heckler's Tourney (Comb:TW)	Thrown Weapons Tournament
6:00 pm - 12:00 am	60 Years of SCA! (Party)	Fort
9:30 pm - 11:00 pm	Siege After Dark (Comb:H)	Battlefield

WEDNESDAY, AUGUST 5

7:00 am - 9:00 am	Intermediate Archery: Royal Rounds and Practice	Archery Field
8:00 am - 9:00 am	Études 2 and 3 for Single Sword (Fencing) (Comb:R)	Rapier List 1
8:30 am - 9:30 am	Archery Marshal and MIT Orientation (Comb:A)	Archery Marshals Tent
8:30 am - 11:00 am	Youth Armored Combat Open Sparring (Comb:Y)	Youth Combat List
9:00 am - 10:30 am	Throwing Tournament for the Physically Challenged	Thrown Weapons Tournament
9:00 am - 11:00 am	War Week Archery Practice (Comb:A)	Archery Field
9:00 am - 12:00 pm	Known World Baronial Armored Champions Tourna-	Armored List Green
9:00 am - 12:00 pm	SCA Harnischfechten Experiment Practice	Steel Combat
9:00 am - 12:00 pm	Knowne Worlde Ladies of the Rose Tournament	Battlefield West
10:00 am - 11:00 am	Beginner Thrown Weapons (Comb:TW)	Thrown Weapons Teaching Range
10:00 am - 11:30 am	Thumb-Ring Archery (Comb:A)	Red Archery Field
10:00 am - 11:30 am	The Tadcaster Militia Gauntlet Arcade Extravaganza	Rapier List 5
10:00 am - 12:00 pm	By-the-Book Historical Fencing Tournament (Comb:R)	Rapier List 3
10:00 am - 12:00 pm	Atlantian Five-Person Rapier Mêlée Tournament	Rapier List 1
10:00 am - 12:00 pm	Youth Rapier Tournament of Defense (Comb:Y)	Youth Rapier List
10:00 am - 4:00 pm	Thrown Weapons Populace War Point (Comb:TW)	Thrown Weapons Populace Range
11:00 am - 5:00 pm	Archery Populace War Point Shoot 53 (Comb:A)	Archery Field
11:00 am - 12:00 pm	Coke vs Moxie Archery Shoot (Comb:A)	Blue Archery Field
11:00 am - 12:00 pm	Beginning Spear (Comb:TW)	Thrown Weapons Teaching Range
11:00 am - 1:00 pm	Estrogen and Axes Tournament (Comb:TW)	Thrown Weapons Tournament
12:00 pm - 2:00 pm	Children's Water Battle: Set-Up (Par/Ch Other)	Fort
12:00 pm - 2:00 pm	Intercollegiate Tournament: Target Archery (Comb:A)	Blue Archery Field

WEDNESDAY, AUGUST 5 (cont)

12:00 pm - 2:00 pm	Youth Rapier Day of Mêlées (Comb:Y)	Youth Rapier List
1:00 pm - 3:00 pm	Æ's Underrepresented Genders Rapier Tourney	Rapier List 1
1:00 pm - 3:00 pm	Youth Thrown Weapons Tournament (Comb:TW)	Thrown Weapons Tournament
2:00 pm - 3:00 pm	Children's Water Battle (Par/Ch Other)	Fort
2:00 pm - 4:00 pm	Testosterone-Free Toxophilites (Comb:A)	Blue Archery Field
2:00 pm - 4:00 pm	Youth Armored Combat Battlefield Games (Comb:Y)	Youth Combat List
3:00 pm - 4:00 pm	Children's Water Battle: Clean-Up (Par/Ch Other)	Fort
3:00 pm - 4:00 pm	Intro to the New Society Rules (Comb:TW)	Thrown Weapons Teaching Tent
3:00 pm - 5:00 pm	Æthelmearc Rapier Novice Tourney (Comb:R)	Rapier List 1
3:00 pm - 5:00 pm	3rd Known World Armored Steel Tournament	Steel Combat
3:00 pm - 5:00 pm	Heavy Weapons Graybeard Tournament (Comb:H)	Armored List White
4:00 pm - 5:00 pm	Thibault’s Academy of the Sword Applied to SCA	Rapier List 3

THURSDAY, AUGUST 6

8:00 am - 9:00 am	Études 2 and 3 for Single Sword (Fencing) (Comb:R)	Rapier List 1
8:30 am - 12:30 pm	TW Champions War Point (Comb:TW)	Thrown Weapons Tournament
9:00 am - 11:00 am	War Week Archery Practice (Comb:A)	Archery Field
9:00 am - 2:00 pm	Youth Rapier Open Sparring (Comb:Y)	Youth Rapier List
10:00 am - 11:00 am	Baroness's Bauble Bonanza (Comb:A)	Gold Archery Field
10:00 am - 12:00 pm	Combined Armored / Rapier Castle Siege Battle	Battlefield
11:00 am - 12:00 pm	Beginner Archery (Mrtl)	Blue Archery Field
11:00 am - 12:00 pm	Youth Armored Combat Castle Battle Inspections	Youth Combat List
11:00 am - 5:00 pm	Archery Populace War Point Shoot 53 (Comb:A)	Archery Field
12:00 pm - 4:00 pm	Youth Armored Combat Castle Battle (Comb:Y)	Fort
1:00 pm - 2:30 pm	The Carbonari Cut-and-Thrust One-Handed Tourna-	Rapier List 3
1:00 pm - 4:00 pm	Archery Practice Range Break Down (Comb:A)	Training Archery Range
1:00 pm - 7:00 pm	Thrown Weapons Populace War Point (Comb:TW)	Thrown Weapons Populace Range
2:00 pm - 4:00 pm	Dwarves vs. Giants (Comb:H)	Armored List White
3:00 pm - 5:00 pm	Combat Archery and Siege Battles (Comb:WP)	Battlefield
3:00 pm - 5:00 pm	Two-Handed Weapon Tournament (Comb:TW)	Thrown Weapons Tournament

FRIDAY, AUGUST 7

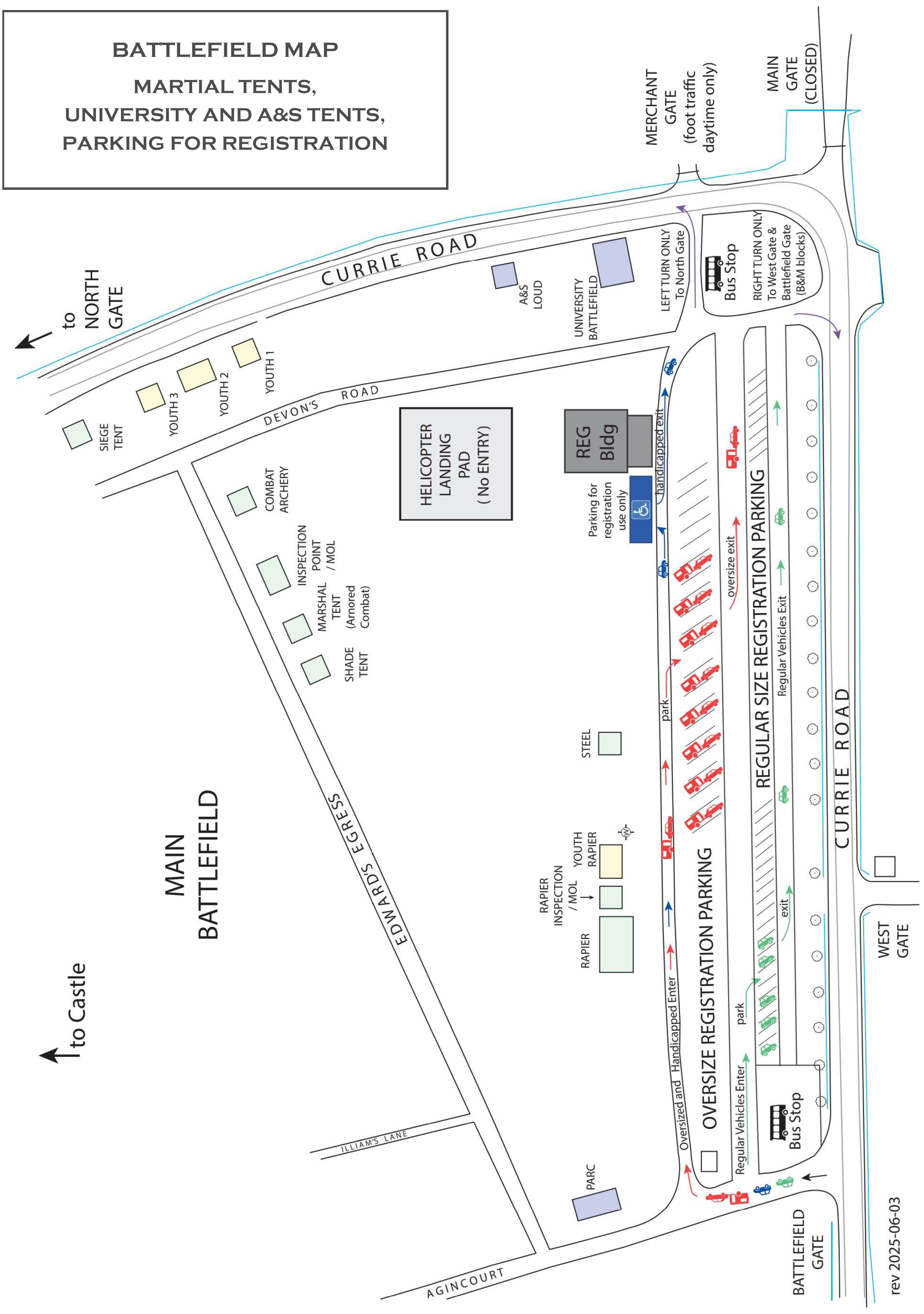
9:00 am - 1:00 pm	Archery Populace War Point Shoot (Comb:A)	Archery Field
9:00 am - 10:30 am	Thrown Weapons MIT Class: Test and Final Questions	Thrown Weapons Teaching Tent
9:30 am - 12:30 pm	Thrown Weapons Range Tear-Down and Storage	Thrown Weapons Tournament
10:00 am - 11:30 am	Rapier Form Diversity Tournament (Comb:R)	Rapier List 1
10:00 am - 12:00 pm	Armored Field Battle (Comb: WP)	Battlefield
10:30 am - 11:30 am	Thrown Weapons Marshals' Closing Meeting	Thrown Weapons Teaching Tent
1:00 pm - 2:30 pm	Rapier Field Battle (Comb:WP)	Battlefield
1:00 pm - 4:00 pm	Archery Range Strike (Comb:A)	Archery Field
3:00 pm - 4:00 pm	Closing Ceremonies for Pennsic War 53 (Event)	Fort

*These schedules were generated on June 6. For the up-to-date list and detailed descriptions of events, visit **Pennsicwar.org/THING**. You can search by event name, or filter by topic, date/time, or location.*

THING

BATTLEFIELD MAP

MARTIAL TENTS, UNIVERSITY AND A&S TENTS, PARKING FOR REGISTRATION


MERCHANT GATE (foot traffic daytime only)
MAIN GATE (CLOSED)
CURRIE ROAD
to NORTH GATE
A&S LOUD
UNIVERSITY BATTLEFIELD
LEFT TURN ONLY To North Gate
Bus Stop
RIGHT TURN ONLY To West Gate & Battlefield Gate (B&M blocks)
YOUTH 1
YOUTH 2
YOUTH 3
SIEGE TENT
DEVON'S ROAD
HELICOPTER LANDING PAD (No ENTRY)
REG Bldg
handicapped exit
Parking for registration use only
♿
COMBAT ARCHERY
INSPECTION POINT / MOL
MARSHAL TENT (Armored Combat)
SHADE TENT
oversize exit
REGULAR SIZE REGISTRATION PARKING
Regular Vehicles Exit
park
STEEL
CURRIE ROAD
MAIN BATTLEFIELD
EDWARD'S EGRESS
YOUTH RAPIER
RAPIER INSPECTION / MOL
RAPIER
exit
OVERSIZE REGISTRATION PARKING
Oversized and Handicapped Enter
park
WEST GATE
to Castle
ILLIAM'S LANE
Regular Vehicles Enter
Bus Stop
PARC
AGINCOURT
BATTLEFIELD GATE
rev 2025-06-03

MARSHALING CONVENTIONS FOR PENNSIC 53

GENERAL RULES PERTAINING TO ALL MARTIAL DISCIPLINES

The Principal Marshals for Pennsic 53 are:
Sir Ardan Scot, Æthelmearc (Marshal-in-Charge)
Marshal 2: Sir Samson, East
Marshal 3: Sir Marcus Pinarius Draconarius, Middle

Any on-site changes to these rules for safety reasons will be at their sole discretion, though ultimate responsibility for the conduct of all combat related activities at Pennsic War lies with the Marshal-In-Charge. Note: Any changes to the rules for battle-negotiated reasons will be by the joint action of their Majesties of the Middle and the East, and subject to the approval of the Marshal-in-Charge.

As a baseline, all martial activities will follow the Society-wide rules pertaining to the various martial disciplines. All participants are expected to know and follow the Society rules. If you need to reference anything, you can find all the relevant manuals at the Marshals' resource page on the SCA website (www.sca.org/officers/marshal). We'll also have copies of these manuals at the appropriate marshaling points.

The below marshaling conventions for Pennsic are clarifications, limitations, and descriptions of the best practices that have developed here over the history of the War.

MARSHALING BATTLES

Any of the three principal Earl Marshals may designate a representative for any battle. The Marshal-in-Charge will choose an appropriate marshal to be in charge of each battle. The marshal selected to be in charge of a particular battle shall remain in charge of that battle for its entirety.

Disagreements with decisions made by any marshal or between fighters will be dealt with at a Marshals' Review after that battle. Until the Review, the marshal's decision will stand and be enforced. The Marshals' Review will be prepared to address any serious problems that are brought before it from any martial activity at Pennsic. Marshals or participants can bring their concerns to the Review. The Marshals' Review will review infractions of the rules and combat conventions. It will consist of a senior peer from each of the principal kingdoms, as well as a Presiding Marshal, all designated by the Marshal-in-Charge.

Recommendations made by the Marshals' Review will be enforced at Pennsic and passed along to the Kingdom Earl Marshal of the defendant's home kingdom. Marshals' Review starts 15 minutes after the end of each battle in the Marshals' Tent. Failure to appear in a Marshals' Review after being sent to one by a marshal on the field will result in loss of fighting privileges for the remainder of Pennsic and sanctions recommended to the home kingdom's Earl Marshal, though the Marshal-in-Charge may rescind those sanctions for just cause.

No fighter or marshal, including the Royalty of the Society, having fought in a battle, will return to the field to act as a marshal for that battle.

Marshals in a battle shall be equipped with a marshal's staff of yellow and black, a marshal's tabard, and a whistle. The use of armor, gauntlets, and a safety helmet is recommended. Eye protection is required in any battle that includes combat archery or other projectiles. Acceptable forms of protection are industrial or sports safety glasses/goggles designed to withstand impact. An SCA-legal helmet for armored or rapier combat is also considered sufficient protection.

Marshals must be present during all combat activities, including tournaments. Each side in a battle shall provide a reasonable number of trained and experienced marshals. If not enough marshals are available, the sides must arrange for a draft from their armies.

Marshals have the authority and the responsibility to remove from battle any person who is violating the rules of the list. This includes but is not limited to non-acceptance of blows, ignoring the rules of engagement, discourteous behavior, and behavior that is dangerous to combatants. Furthermore, in resurrection battles, marshals will remove fighters who do not immediately return to their resurrection point before continuing to fight. Marshals should keep in mind that all fighters are honorable people and treat them with courtesy and patience. Remember that honest mistakes do happen. Fighters should remember that the marshals are attempting to ensure the safety of all fighters present and treat them with courtesy. Marshals shall always be obeyed during the battle.

The Marshal-in-Charge reserves the right to stop all combat activities for any safety-related reason.

AUTHORIZATIONS

All fighters who wish to participate in the battles at Pennsic War 53 must be authorized to fight. Secondary and re-authorizations may occur at Pennsic. People wishing to authorize in a secondary weapons form must have a marshal from their kingdom present at Marshals' Point, with the required paperwork for their kingdom. Authorization bouts will be fought on the list just in front of the appropriate Marshals' Tent during posted inspection hours only.

All armored and rapier fighters, combat archers, and siege engineers should have their authorization cards, either permanent or temporary, with them at Pennsic. If you do not, we will attempt to look you up in the appropriate fighter database, but they are not always available. If you want to be sure that you will be able to fight, have your authorization card with you. Fighters may present a digital copy of their authorization card.

(Continued on next page)

IN CAMP INSPECTIONS

- This service is a privilege, not a right or a guarantee that a camp will be visited.
- A visit must be arranged and coordinated by KEM of your Kingdom, Marshal 1, 2, or 3 and the Pennsic MOL Coordinator, who can be found at Inspection Point.
- In camp inspections will be conducted by the current KEM's of Æthelmearc, Middle, and East. They may also select a deputy to act in their stead.
- These In Camp inspections will only occur on Wednesday, Thursday and Friday of Peace week, due to tight scheduling with other martial business.
- The KEM or deputy will be accompanied by a Pennsic MOL to verify every fighter's authorization status. (No paperwork, No inspection.)
- Armor only will be inspected! Weapons must go to Inspection Point.
- This strict process is and will be the same for all fighters regardless of station.
- If you are inspecting multiple helmets, they all must be checked and logged.
- If there is any issue or discrepancy with your authorization card, you will need to report to Marshals' Point and sort it out.
- The process is a partnership with the MOL office and will be enforced to these guidelines.

Additions from the War Scenarios and Tournaments:

- Side and top of the helm are proof against thrusts (including spear and CA)
- Death from behind and dead on the ground are NOT in use
- Butt spikes are not used on single-handed swords
- Fellwalker ammo is not to be fired from heavy crossbow
- Siege normal targeting (all shots to all legal target areas count)
- Missiles and Thrown Weapons:

1. Due to the safety limits placed on these weapons, including the low mass of the ammunition, missiles will typically strike with less force than a handheld weapon.
2. Missiles and thrown weapons *do not need to strike with the same force as a handheld weapon to be an effective blow.*
   a. You are not expected to acknowledge a blow that you are not aware has occurred
   b. This does not transfer the responsibility of judging the effects of blows to the archer, as it is left to your honor as the combatant being struck to judge the effects.
3. The effects of a blow from a missile depends on the type of munition (e.g. siege or combat archery) and where it strikes you.
4. Missiles (e.g. siege munitions, arrows and bolts, and thrown weapons) are considered spent when they strike their first target, the ground or a battlefield structure.

ON CALLING HOLD

Holds will be called whenever a question of safety or other major problem arises during a battle. Holds will be kept to a minimum to allow continuity of battles to be maintained. Marshals will signal holds with whistles and/or vocally. Fighters may call holds vocally, but only for major safety issues.

Any fighter who is found to have called a hold for strategic or tactical advantage, rather than for major safety issues, shall be removed from the field and suspended from participating in any combat or combat-related activities for the rest of the Pennsic War.

When a hold is called, all fighters should echo it. All fighting will cease, and the fighters will be asked to take a knee. Those that have demonstrable physical problems going to their knees may stand quietly and not move. All weapons will be lowered to make it easier for the marshals to find injuries. Those who, having been warned, still refuse to abide by this rule, whatsoever their rank, may be removed from that battle. It is the responsibility of all participants, marshals and fighters alike, to maintain safety on the field.

Talking about tactics during holds is strictly forbidden and may be cause for removal. Fighters may not change relative position except at the express orders of the marshals. Friendly conversations with and introductions to your noble opponents are highly encouraged.

HEAT CONVENTIONS

ALL martial activity on ALL fields will cease if the heat index on ANY field reaches 103 F (39 C.) The heat index will be checked at least one hour prior to every battle at the battle location. If the heat index reaches 103 prior to the battle start time then the battle is cancelled. If the heat index reaches 103 during the battle, then the Carnyx horns and air horns are sounded and the battle is concluded.

There are two options for battles that have already begun that are concluded early due to heat. First, if the battle is a simple, single War Point, then the War Point is considered null and neither side gets it. Second, if the battle is one where flags are checked at timed intervals, then the tally at the time of cancellation stands and the War Point is awarded accordingly. Battles with multiple passes, with some passes completed at the time of cancellation, will be scored as-is (i.e., if two of four passes are completed at cancellation then two War Points are awarded to the winners of those passes).

No discussion or notification to the Crowns is required by the marshals; the marshals will end the battle. Activity will resume when the heat index drops below 103 degrees for a half hour. Only the Marshal-in-Charge can reopen the fields.

MARSHALS' TENTS (see map on page 42)

Three marshals' tents will be set up near the main battlefield for Inspections, Combat Archery and Marshals ' Meetings.

1. The Inspection Point tent is the site of all on-the-field armor, weapons, and thrown weapons inspections.. Lost items left on the field will be brought to Inspection Point, and eventually, to Pennsic Lost and Found.
2. The Combat Archery tent is the site of all missile inspections and contains the box for errant arrows and bolts.
3. The Marshals' Meeting tent is the site of the Marshals' Review after each battle and the Marshals' Meetings before each battle. It will be used for any marshal meetings or marshal gatherings.

INSPECTION POINT

Hours of operation will be daily from 9 am— 4 pm, starting Wednesday, July 29; (opening 8 am Sunday and Monday) until 15 minutes prior to the start of the last battle on Friday, August 7.

Inspection Point will remain open during battles provided there is adequate staff to run it. Otherwise the Inspection Point tent will close 15 minutes before each mass battle, and 30 minutes before the Woods Battle, to allow time for everyone to get to the Battlefield on time.

A pop-up inspection point will be open Saturday, August 1, in the Bog at the Pleasure Pavilions from 9 am—2 pm.

Rejected weapons and armor may be reworked and presented again for inspection. No marshal will tell an individual to fix a piece of equipment and, at the same time, pass it assuming that the necessary changes will be made. If it is a piece of required armor, the person must be completely reinspected and must mention the issues raised in the previous inspection. A roster of failed inspections will be kept, and fighters being re-inspected should make sure their names are removed from it.

Armor that has passed inspection will be marked with a sticker or plastic tag placed on the right side of the helm. This sticker/tag will have the entry tag number of the inspecting marshal and the inspected fighter. Weapons will be marked in bright paint.

The inspection sticker and tag remain the property of the Pennsic War and may be marked through or removed during a battle as an indicator that the fighter may no longer participate in that battle. Once so marked, the fighter must present themselves at Marshals' Review after the battle. The Review will decide a proper course of action, which may include issuing a replacement sticker. Fighters who refuse or do not attend the Marshals' Review may be excluded from future Pennsic War combat and will be referred to their Kingdom Earl Marshal for further action.

GENERAL ARMOR AND WEAPONS STANDARDS

All participants in combat-related activity must meet Society-minimum armor standards. All fighters will ensure that their armor meets those standards while they are fighting. The Principal Marshals reserve the right to ban any weapon, even if it would be legal in another kingdom. Any unusual or non-standard armor or weapons will be brought to the attention of the Principal Marshals before they will be allowed to be used. Decisions of the Marshal-in-Charge are final.

PENNSIC WAR 53 SPECIFIC WEAPONS STANDARDS

1. Maximum spear length is nine feet. Only pultruded fiberglass and rattan are allowed. All spears must have at least a two-inch diameter (minimum) thrusting tip. The Tip end of the shaft must be capped with a Schedule 40 PVC pipe cap or equivalent to prevent the shaft from penetrating the tip.
2. Mandrake-style rubber thrusting tips are PROHIBITED on fiberglass-shafted spears.
3. No experimental weapons.
4. No punch daggers, T-grips, shovel handles, or offensive shield bosses.
5. No passive shields are allowed; a hand must control the shield.
6. No hinged shields or flexible shields are allowed.
7. No more than one hand may be used to hold or control a shield.
8. Shields may be grounded. Only one shield per person is permitted.
9. All shields shall be edged with leather, padding, or other covering, or constructed in such a way as to minimize damage to rattan weapons or other fighters.
10. Shield edges may not have flexible extensions or flaps that extend beyond the rim or edge of the shield.
11. No thrusting shields are allowed.
12. Javelins must be a minimum of three feet in length and constructed in accordance with Society standards. They may be used in any designated battles.
13. No polypropylene swords are allowed.

ARMOR AND WEAPON INSPECTION

All armor and weapons must pass inspection before they may be used in any combat at Pennsic War 53, including battles, tournaments, or pick-up fighting. Inspections will be performed at the Inspection Point tent. You will need to prove you are an authorized fighter to get inspected. In addition, the Earl Marshals of each kingdom after consultation with their Crown may provide in-camp armor inspections and may deputize any warranted marshal with a current valid SCA membership who is to perform such duties. Weapons must still be inspected at the Inspection Point, unless a principal marshal makes an exception.

(Continued on next page)

GENERAL COMBAT CONVENTIONS

All Society-wide rules regarding combat will be enforced. Specifically, note the following rules about behavior on the field:

1. Striking an opponent with excessive force is forbidden.
2. All fighters shall obey the commands of the marshals on the field or shall be removed from the field and subject to disciplinary action. Disagreements with the marshals on the field shall be resolved at Marshals' Review directly after each battle.
3. Each fighter shall maintain control over his or her temper at all times.
4. Upon hearing the call of "HOLD" all fighting shall IMMEDIATELY stop.
5. A fighter shall not enter the lists or participate in any form of SCA combat activity while impaired by alcohol or drugs (including but not limited to drugs prescribed by a licensed healthcare provider, over-the-counter medications, and illegal controlled substances.)
6. Any behavior that takes deliberate advantage of an opponent's chivalry or safety consciousness, or that takes deliberate unfair advantage of an opponent, is prohibited.
7. A fighter shall not deliberately strike a helpless opponent.
8. Any fighter who obtains an unfair advantage by repeatedly becoming "helpless" (for example, by falling down or losing their weapon) may, after being duly warned by the marshals on the field, be forced to yield the fight at the next occurrence of such behavior. The onus of this is on the marshals, not on the opponent. However, the opponent may ask the marshals to let the fight continue.
9. Grappling, tripping, throwing, punching, kicking, and wrestling are prohibited. Contact between combatants' bodies, shields, and weapons is expected in corps-a-corps or melee situations, as such controlled contact is allowed during these engagements.
10. Deliberately striking an opponent's head, limbs, or body with a shield, weapon haft, or any part of the body is forbidden.
11. Grasping an opponent's person, shield, weapon's striking surface, or bow/crossbow is prohibited.
12. Intentionally striking an opponent outside the legal target areas is forbidden.
13. The following rules and conventions specific to Pennsic shall also be used:
14. Face thrusting shall be allowed in all battles. An acceptable thrusting blow to the face shall be a directed touch and shall be substantially lighter than a thrust to other parts of the body.
15. Combat Archery and Thrown Weapons shall be allowed in designated battles. All combat participants may be targeted and hit by missile fire from combat archers and siege engineers. In other words, archers and siege engineers do not need "eye contact" with their opponents to shoot them. Legal target areas are the same as a thrust with a hand weapon.
16. Siege engines will be allowed in designated battles.
17. No declared death from behind.
18. No thrusts are permitted to the side, back, or top of the head.
19. Striking from behind is forbidden.
20. Charges: Per Society rule, you may not, as the result of a charge, hit someone in the body with anything other than the striking or thrusting surface of your weapon. Doing so violates either point 9 above in that you are not in control or point 10 in that you may not deliberately do so. In that vein, blind charges are prohibited. You cannot run blindly at your opponent without seeing where you are going and in any sense be controlled.
21. All helms must be obviously marked on the front and back with the color denoting the side for which they fight. No fighter may change the color of his helm for the purpose of deception. Failure to mark a helmet is unchivalrous and cause for removal.
22. Except in the case of unit-on-unit engagement, no more than four fighters shall attack a single opponent. When a fighter is part of a formed unit (i.e., a shield wall) that is fighting a similar unit, he may strike and be struck by any opponent within range. If a breakthrough occurs, one shot delivered in passing is allowed to the fighters passing and being passed.
23. Dead combatants must immediately cease being an active combatant and indicate that they are "dead" in a manner that is both clear and safe. The best way of dying safely is left to the "dead" combatant and can change depending on the situation, but should always include calling out "good".

    Examples of dying clearly include:

    - Dying defensively (hiding under their shield or weapons)
    - Taking a knee
    - Giving a salute

    Once safe, the "dead" combatant shall leave the field, weapon overhead. They must leave the field in a way that does not affect the ongoing combat. It is recommended that as they leave the field they call out "dead." Dead combatants may neither hand weapons nor shout advice to the living.

ENGAGEMENT

1. Engagement is the process of making the combatant's presence and intention as a martial threat known to their opponent.
2. Engagement is gained through specific action to notify an opponent of the combatant's presence (a light tap with the weapon, shield contact, verbal warning, etc.),

3. AND the combatant has received acknowledgment that the opponent recognizes them as a martial threat before making a serious attack.
4. Combatants may not deliberately ignore attempts to engage them.
5. An opponent in a melee who is unaware of an attacking combatant's presence is not to be struck, as the attacking combatant does not have engagement.
6. A combatant is engaged during a melee when they are part of a group or line that attacks the front of another group or line that is not currently fighting anyone until the situation changes significantly to mix the lines.
7. If a combatant or a group that the combatant is with comes up to a fight already in progress, they may NOT just join the people on their side and start swinging at the other side. They MUST GET engagement before striking a killing force blow.
8. If, after hitting a person, they say they did not know the combatant was there and they did not think they were engaged, it is the polite and proper thing to treat this situation just as if someone called a blow light or glance.
9. An opponent, by not taking a blow because of lack of engagement, has now acknowledged the combatant as a martial threat, and so they are now engaged.
10. Combat Archers and Siege Engineers are considered to be engaged with all combatants on the battlefield.
11. Striking in the back
    a. "Wrap" shots – shots thrown from the front hemisphere of an engaged opponent striking them in the back – are always legal.
    b. Combatants may strike a person in the back when they, while fighting the combatant and thus engaged with them, turn and flees. The combatant has until they get out of weapons range to strike them.
    c. Combatants may pursue their opponent and, as long as they never get out of the combatant's weapon range, they may strike them. Once they do get outside weapon range, they must re-engage them if they catch back up to them.
    d. Combatants may strike a person in the back when they pass through their group or line at the initial point of engagement. The combatant may use a back hand or wrap as they pass or turn and strike them. The combatant gets one attempt and may not pursue the opponent.
12. Four on One (4 on 1) - there may be no more than 4 attackers on 1 combatant, except when lines are engaged.

COMBAT ARCHERY

Combat Archery Marshal-in-Charge:
Mistress Zoe Akropolitina

CA2 - Master Vopiscus Rufius Donatus (East)

CA3 - Master Nyilas Kazmer (Midrealm)

HOURS

Combat Archery Inspection Point opens on Wednesday, July 29 at 9 am. Daily Hours will be 8 am—4 pm during Peace Week through Sunday, August 2. During War Week, Inspection Point will be open 1 hour prior to battles that include CA, and close until post battle inspections. Point will remain open on Thursday between the castle battle and the CA siege battle. Ammunition inspection for the following battle will be done at CA point. Change of hours will be posted outside of the Point and on the social media page.

All combat archery rules, equipment and procedures not specified here will default to current Society rules.

PROHIBITED EQUIPMENT AND FEATURES

These items are specifically prohibited at Pennsic War 53:

1. Hand slings
2. Stone bows
3. Small pistol-style crossbows
4. Forward- or rear-style pistol grips
5. Combat archery crossbows which utilize a mechanical advantage cocking lever. ("Goat's foot", "cord and pulley", and "belt and claw" systems are a few examples.)
6. Repeating crossbows
7. Split prod design for crossbows utilizing a center shot system (an individual prod on each side instead of a solid one)
8. PVC bows or PVC crossbows
9. Non-Society-period sights, spring/flipper rests, plunger buttons, stabilizers, clickers, or modern release aids
10. Compound bows and compound crossbows

Moreover, NO experimental combat archery equipment (bows and crossbows) or ammunition (arrows and bolts) will be permitted for use at Pennsic War 53.

MARSHALS

All kingdoms of the Known world are encouraged to send CA marshals and MIT's to do service at CA Point. There will be a sign in for Service Challenge War Points. If you are CA curious or working on your marshal warrant please join us and we will be happy to help in your training. We will need CA marshals on the field as well.

(Continued on next page)

(Combat Archery Conventions, continued)

Mistress Sarah of the Erie Sea will be holding a series of training classes for inspectors. These are voluntary; we will post times and places.

Everyone working CA Point will be asked to participate in a brief orientation to review paperwork and the inspection process. Inspectors will then be issued a Pennsic War 53/Combat Archery Inspector Badge. Wear this badge anytime you inspect CA equipment or ammo. Inspectors can choose to inspect only specific categories of bows and ammunition. While it helps to be a CA Marshal in your home kingdom, it is not required.

INSPECTION PROCESS

All armor inspections will occur at the Armor Inspection Point.

Please bring your current authorization card to CA Point at the time of your bow inspection. All initial Combat Archery weapon and ammunition inspections shall occur at the Combat Archery Inspection Point during posted hours.

All bows will be inspected and must meet society minimum standards. They will be recorded and marked with a sticker by an authorized inspector or marshal.

All combat archers are asked to **please** check, sort and repair your ammunition **before** bringing it to Inspection Point. We reserve the right to return ammo to its owner if it is evident it has not been prechecked.

After initial inspection, ammunition will be sprayed as proof of inspection. Ammunition shot will be collected, reinspected and laid out for retrieval by the owner.

Fails will be taken to the marshals tent and can be retrieved there.

Any ammunition shot but not marked as inspected will be confiscated and the owner will lose the privilege to shoot for the remainder of Pennsic.

There will be no inspections between consecutive heats of the same War Point. Tubular ammo may be inspected by the owner and reused immediately. Collection and inspection will occur at the end of every scenario.

All combat archery ammunition must be labeled to clearly identify the owner, branch and kingdom. It must be legible at every inspection at Pennsic.

Inspections will cease at the start time of any battle and resume after at CA point. Please remember we need help gleaning at the end of all battles.

The Pennsic Combat Archery Marshal-in-Charge, their deputies, and approved designees may inspect all Combat Archery equipment and ammunition to the above “Pennsic standard”, which supersedes any kingdom-level standard. Any decision may be appealed in the usual manner.

RULES SPECIFIC TO COMBAT ARCHERY

1. On the Field

As with any weapons form, an archer may yield to an opponent.

Courtesy taps from an opponent should be accepted by the combat archer.

Any shot hitting a legal target area squarely is good, however you may not call your opponent dead, and no fighter can call a combat archer dead.

Targeting of the back of a fighter is prohibited.

Archers are engaged with everyone on the field from the call of “Lay on”.

The range of an archer is from when the ammunition clears the bow.

Combat archers must remove ammunition from the bow string when a hold is called. Crossbows may remain cocked. Archers may nock at “Make Ready” and fire at “Lay on”.

2. Bow/Crossbow using Fiberglass Shafts

A handbow shooting fiberglass arrows must not exceed the Society maximum pull at 35-pound pull at 28-inch draw.

The handbow must be designed/constructed to safely draw 28 inches or it cannot be used in SCA combat.

A crossbow shooting fiberglass bolts must not exceed the Society maximum 600 inch-pounds rating.

Any bow/crossbow that is allowed to shoot fiberglass ammunition may also use any tubular ammunition approved for use at Pennsic.

3. Bow/Crossbow using Tubular (Sil-o-Flex or Equivalent) Arrows

A handbow that measures over 35 pounds pull and less than 50 pounds pull is considered a heavy handbow and may only shoot tubular ammo. A heavy handbow must be marked with a 4-inch wide band of red material (tape, cloth, etc.) that goes completely around the upper limb of the bow.

A crossbow that measures greater than 600 inch-pounds and less than 1000 inch-pounds is considered a heavy crossbow and may only shoot tubular ammunition. A heavy crossbow must be marked with a 4-inch-wide band of red material (tape, cloth, etc.) that goes completely around the right-hand side of the prod as viewed by the archer.

POST-BATTLE SORTING

After every Pennsic battle, ALL Combat Archery participants are required to help collect ALL arrows and bolts and bring them to CA Point for reinspection.

All ammunition that has been shot will be inspected and laid out as it comes through inspection for daily painting and retrieval by the owner. We will not sort by owner. All fails will be inside the tent for retrieval.

This process has been successful at Gulf Wars and will speed everyone's return to their loved ones. Everyone on the field is assumed to be honorable. Violations of the rules will be dealt with swiftly and harshly.

Note: If you are unable to help with the sorting/inspecting process, you must designate someone to take care of your ammo in your place.

Do not abandon your ammunition. If it is held by the marshals there may be service required to retrieve it.

OVERPOWERED AND NON-INSPECTION WARNING

Anyone using fiberglass-shafted ammunition in a heavy bow or heavy crossbow will be banned from all fighting activities for the rest of the Pennsic War and will be subject to other disciplinary action via the proper Armored Combat Violation Review procedure.

Likewise, ANY use of uninspected ammunition or weapons on the battlefields of the Pennsic War will prompt immediate removal from the battlefield and will be subject to other disciplinary action, including a potential fighting ban, via the proper Armored Combat Violation Review procedure.

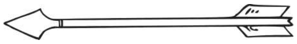
NOTES

Please play responsibly.

Help clear the field after battle – many hands make light work.

Thank the marshals, both CA and otherwise. They give freely of their time so YOU can play.

Volunteer - consider becoming a marshal-in-training. You can find no better place to “see it all” than Pennsic.



Siege Combat

Siege Marshal-in-Charge: Maestra Rosalia Iuliana Andere

Official siege activity at Pennsic 53 will be limited to the main battlefield. In the case of disputes, the Pennsic 53 Marshal-in-Charge will make the final call. Society siege rules will be used for governing all siege activities unless otherwise stated below.

SIEGE COMBAT RULES

MARSHALS

GENERAL: ONLY warranted Siege Marshals can conduct Siege inspections.

1. All Siege Marshals must wear eye protection such as protective shatterproof eye wear or a helm. Siege Marshals should wear a standard black marshal’s tabard and carry a marshal’s staff. If you are going to marshal in armor, wear a marshal’s tabard over the armor. If wearing a helmet, a drape or other distinctive marking is required to differentiate you from a fighter on the field. Please be at Marshals’ Point 45 minutes prior to any battle you will be marshaling. All meetings for Siege Marshals will be posted at Inspection Point.
2. THE USE OF A GORGET FOR NECK PROTECTION IS HIGHLY RECOMMENDED.

SIEGE AMMUNITION DAMAGE

1. Blows from siege-class ammunition (1-pound rocks, 4-tennis-ball clusters, and 48-inch ballista bolts; all of which are colored yellow) will be judged fatal upon striking any legal target area and will kill through shields if the shield is being carried. Siege munitions are considered spent upon striking a weapon, a fighter, the ground, or a battlefield structure. Only the first fighter hit is dead.
2. Pavises (i.e., grounded shields not supported by a combatant) are destroyed by a single hit from siege engine ammunition. Combatants behind the pavise are not killed.
3. Small arms munitions (single tennis balls and tube-shafted combat archery arrows and bolts) fired from a siege engine will be treated as combat archery projectiles.

WHEN A HOLD IS CALLED

1. All Holds will be general holds for siege engines unless a scenario specifically designates local holds for artillery.
2. An engine may not be loaded during a Hold and any munitions must be removed from the engine until “Lay On!” is called. If the engine is already cocked it may remain cocked unless the engineer chooses to uncock it, or a Siege Marshal asks that it be uncocked. During long holds, decocking is advised if it is safe to do so.
3. If an engine is cranking the string back when a “Hold” is called, it must be safely returned to a non-cocked state. For engines that can stop the cranking at any point (such as with use of a ratchet) they are to stop once Hold is called and not resume until “Lay On!” has been called.
4. The crew of an engine shall not fire its ammunition once a Hold has been called. Violations will result in both the engine and crews removal from the battle and possible disciplinary action.

(Continued on next page)

ENGAGEMENT

1. All fighters are engaged with siege engines at all times during a battle no matter which way they are facing.
2. Direct fire weapons shall not be discharged against personnel at a range of less than 30 feet (10 yards) or in such a manner as to willfully allow the projectile to leave the Battle Area Proper or land in designated Unsafe Zones.
3. No engine will be discharged while any non-crew person is within a 5-foot range of moving parts. Larger safety zones may be designated where necessary.

DESTROYING SIEGE ENGINES OR STRUCTURES

1. When engaging an engine or structure, DO NOT STRIKE OR THRUST AT IT WITH A HAND-HELD WEAPON! The proper way to destroy these weapons is to safely approach the engine or structure, LAY your weapon on it, and declare "This weapon is destroyed." This shall be done in a safe and deliberate manner, not in a rush or while engaged with any other opponent. Anyone found intentionally striking a siege engine or structure will be removed from the field and possibly face further action, such as a Marshal's Court.
2. Active combat should not take place within 5 feet of an active siege engine. If this situation arises, a hold will be called and the engine declared destroyed.
3. Siege engines can be destroyed by 3 hits from a ballista bolt, 3 hits from a 4-tennis-ball rock, or 1 hit from a 1-pound rock unless a scenario has other rules. Siege towers are only destroyed by 3 hits from a 1-pound rock.

ENGINEER REQUIREMENTS

1. Anyone crewing an engine in combat situations must be authorized in siege.
2. Engineers wishing to defend an engine may do so as long as all action takes place at least 5 feet from the engine.
3. Siege engineers may choose to leave the engine and fight if they wish. Remember, if the number of crewmembers at the engine goes below the minimum number required for that class of machine, it may not be operated and must be removed from the field and made "safe."
4. Siege engineers are to be treated as any other fighter on the field. If they are authorized for other weapons forms and have a secondary weapon, they may use it. If not, they may be killed as an unarmed opponent; if they yield, DO NOT strike them..
5. Siege engineers must be inspected at the Armor Inspection Point in order to participate.

SIEGE ENGINE AND STRUCTURE INSPECTION

Inspections will take place on the battlefield from 1—5 pm on Friday, July 31, Saturday, August 1, and Sunday, August 2. Get your engines, ammunitions, and structures inspected early, so that if you have a problem you will have time to get it fixed and re-inspected.

There will be NO "Morning of Battle" engine inspections conducted.

ENGINE INSPECTION

1. Preliminary inspection of the engine shall be made before any shots are fired. This inspection will be to check for structural integrity of the components of the engine. This will include all structural elements, axles, weight boxes, pull ropes, torsion ropes, winches, slings, prods, triggers, and safety. This structural inspection will be done according to the specifications published in the Society rules.
2. The operational demonstration phase of the inspection shall, at minimum, consist of at least 4 shots in a row without mechanical failure from the engine when configured for the maximum power it will use on the battlefield. These 4 shots shall deliver the ammunition between 40 and 80 yards (36.6 to 73.2 meters) fired at a 43 degree incline. The siege engine shall consistently deliver the ammunition in a reasonably straight and stable path downrange (curving due to cross wind is acceptable).
3. Static inspection for stability of the engine, mechanical observation of the framework and the mechanism shall be made after the firing.
4. Strings used on any siege weapon must be properly served in the center and on each end loop. All string serving must be visible for inspection. TAPE may not be used as an alternative to serving; tape may not be used to cover ANY part of the string where serving is required. Strings may have not more than 2 loose strands.
5. Passing engines will receive a sticker marking the position of the prod and blocks on a ballista, or on the structure of other engine types.

SIEGE TOWER AND OTHER STRUCTURE INSPECTION

1. Inspection will include at a minimum structural integrity, stability, condition of hardware, condition of any safety devices (barriers, walls, etc.). Inspection will ideally be made with a maximum load of armored combatants on board the siege structure. Inspection will include a demonstration of mobility if the structure is designed to be mobile. (Please refer to Society Siege rules for Approved Structure Construction.)
2. If you are planning to bring a siege structure to Pennsic, make sure that a Siege Marshal in your kingdom has been informed of it and inspected it prior to a battle, or contact the Siege MIC about it before Pennsic so you do not bring it miles and miles and then find out it will not be allowed.

AMMUNITION INSPECTION

1. All siege munitions will be inspected prior to battle. All ammunition fletches must abide by the half-inch rule. They may not penetrate a face grill by more than a half inch. Ballista bolt fins must use materials or techniques that abide by this rule.
2. No siege ammunition may exceed 16 oz in weight. At inspection, the weight will be written on the bolt or rock.
3. All siege ammunition must be labeled with the owner's name, group, and Kingdom in English on a printed label. If a group owns the ammunition, then you use the group's name and Kingdom.
4. After the initial inspection, ammunition will be sprayed as proof of inspection. No further spraying will occur.
5. After each battle that uses siege ammunition, the bolts, rocks, and other approved siege projectiles will be reinspected for the next day's battle. Please help clean the field following battles and complete the reinspection off the field to allow the activities that follow the battle to take place.
6. See battle descriptions regarding rules for gleaning and note that the MIC reserves the right to make changes at the time of the battle.
7. Siege crews are responsible for ensuring that ammunition that fails reinspection do not re-enter the field without repairs making them legal.
8. Abandoned ammunition may be held by the marshals, with consequences for repeat offenders.
9. Any ammunition shot but not marked as inspected will be confiscated and the owner will lose the right to shoot for the remainder of Pennsic.

HONORABLE CONDUCT REGARDING AMMUNITION INSPECTION

1. This process has been successful at Gulf Wars.
2. Should any fighter feel as though they have been hit with an illegal bolt, they should retrieve the offending munition and contact the Siege Marshal in Charge who will re-inspect the bolt or rock to determine fault.
3. Should any crew attempt to circumvent the safety precautions set in the ammunition inspection process, they will be dealt with up to and including Marshal's Court.

RAPIER / FENCING COMBAT

The Rapier Lists are on the South side of the Battlefield (see map on page 42)

Rapier/Fencing Marshal-in-Charge (Rapier 1):
Master Clewin Kupferhelbelinc

INSPECTIONS

Hours of operation for inspection will be 9 am—4 pm starting on Wednesday, July 29, and running daily until 15 minutes prior to the last battle on Friday, August 7. The inspection point will close 15 minutes prior to the start of all mass War Point battles, with the exception of closing 30 minutes prior to the Woods battle.

In camp inspections: see page 44

All inspections will preferably be made by a marshal from the fencing combatant's home kingdom. If there is no marshal from that kingdom available, then inspections shall be made by any inspecting marshal to Society standards. Inspections are to be done every day before engaging in combat of any form.

For your initial inspection, you will need to bring proof of your authorization (physical or electronic) and your Pennsic medallion to the rapier/fencing tent to receive an inspection sticker.

NOTE: The Rapier MOLs plan to be available starting at 8 am on August 1—3 (Saturday, Sunday, Monday), for fighters who need to complete the MOL verification and get an inspection sticker.

AUTHORIZATIONS AT PENNSIC: see page 43

CUT & THRUST COMBAT
Lead Cut & Thrust Marshal: Mistress Gytha Oggsdottr

Fencers interested in practicing Cut-and-Thrust (C&T) combat may do so on the rapier/fencing field using the Society C&T rules or their own kingdom's C & T rules. Fencers wishing to practice C & T must be supervised by a marshal warranted in C & T.

YOUTH FENCING
Lead Youth Rapier Marshal: Lord Daven MacKeannaugh

Minors wishing to participate in youth fencing activities must first see the Youth Rapier (YR) Marshal-in-Charge, accompanied by a parent, court-appointed legal guardian, or notarized guardian to complete necessary paperwork. Participation in youth fencing activities shall be governed by the rules in Section: Youth Combat (page 58).

PENNSIC WAR 53 COMBINED FENCING C&T CONVENTIONS

These rules establish standards and conventions for fencing combat at Pennsic for all fencing activities. Kingdoms sponsoring other fencing events at Pennsic will employ these rules at minimum and may add additional rules specific to the kingdom hosting the tournament. These rules are designed to promote safe fencing combat at Pennsic,

(Continued on next page)

and all participants in events governed by these rules are responsible for knowing, understanding, and applying them. However, no matter how clear or accurate, rules cannot replace common sense, good judgment, and concern for the participants. If a question arises when applying these standards, choose the response that promotes the greatest degree of safety for all participants.

GENERAL INFORMATION

The Society-wide revision of rapier combat conventions currently in place as of June 2026 will be the standard followed for all standard rapier and Cut & Thrust combat at Pennsic 53, with a few additional restrictions.

Fencing combat shall be conducted in accordance with the rules of the lists of the SCA, the Society-wide rules for fencing combat in the SCA, and these rules. Per the Society-wide rules for fencing combat, all fencers, prior to every combat or practice, shall ensure their equipment is safe, is in good working order, and has been inspected by a marshal authorized to inspect fencing gear. Such inspection must be performed a minimum of once per day by either a marshal from a fencer's home kingdom to that kingdom's standards or, if a marshal from that kingdom is not available, by any marshal to the specifications described in Society rules.

Marshals have the power and the duty to remove from the field any person who is violating the rules of the list. Such violations include but are not limited to non-acceptance of blows, ignoring the rules of engagement, and behavior that is dangerous to combatants.

Marshals should keep in mind that all fencers are honorable people and treat them with courtesy and patience. Remember that honest mistakes do happen. If someone is so removed, the parties involved must go to the next Marshals' Review. Fencers should remember that the marshals are attempting to ensure the safety of all fencers present and treat them with courtesy. Marshals shall always be obeyed by combatants on the field.

USE OF WEAPONS AND PARRYING DEVICES IN STANDARD RAPIER

Valid blows are performed by:

1. Thrusting with the point of the blade (thrust).
2. Sliding the edge of the blade by pulling (draw cut) or pushing (push cut) a minimum of 6" across the target.
3. Placing the tip of the blade upon and then drawing it (tip cut) a minimum of 6" across the target.
4. Spears may be used for thrusts only; spears may not be used for "death-from-behind"; spears may not be used to deliver any other type of blow, including cuts. Spear may be used with 1 hand or with 2 hands.
5. Though the hand may be used to parry, it shall not be used to push, grasp or strike an opponent. Blade Grasping is permitted in the Rapier Heroic Champions War Points that are single combat matches. Blade grasping is not allowed in any other Pennsic Rapier War Point. The use of blade grasping in other fencing activities shall be at the discretion of the marshal in charge of a particular melee or tournament.
6. Parries may be performed with weapons, parrying devices, the hand, or any other part of the body. Striking an opponent with any part of a weapon or parrying device not approved for that purpose is prohibited. Fleeting contact between opponents is allowed, as long as no grappling, deliberate striking, or other unsafe behavior occurs. Conduct in violation of this rule which creates a significant safety hazard on the field will be grounds for immediate removal from the field.
7. C&T adds calibrated percussive blows in addition to all of the sections above. The amount of force used is similar to that used in standard rapier. Consult your kingdom rules for more details.

Blades

There are two classes of fencing allowed on the adult lists at Pennsic 53: standard rapier class and Cut & Thrust class. Any standard rapier class blade may be used in C&T, but C&T-only blades may not be used in standard rapier. Use good judgment if there is any question if a standard rapier blade will be safe for C&T combat. Check with the Rapier/Fencing Marshal-in-Charge if there is any question as to the safety or legality of a blade for a particular event.

Groups hosting a particular fencing event may specify the types of blades to be used at that event. If a tournament specifies allowed blades only by general type, i.e. standard rapier or C&T, then all blades allowed at Society level in this category will be allowed.

Youth Rapier rules can be found in the Youth Combat section.

Parrying Devices

Parrying devices shall follow the SCA Fencing Marshals' Handbook, with the additional rule that shields/bucklers cannot be more than 40" on any diagonal and may only be wielded in one hand.

No passive shields, bucklers, armor bits, etc. will be allowed in Rapier War Points. Unless combat is happening in an "Armor as worn" convention, any worn objects are treated as part of your body and any legal blows delivered to the objects should be recognized as legal blows. I.e., you can wear a finger buckler for personal hand protection, but if struck, you must take the blow, as the buckler does not "stop" the blow. Similarly, you cannot strap a shield to your back and be protected. Strapping a shield to the forearm is allowed if it is used and controlled by the hand. Sword and dagger guards, active shields, etc., act as normal.

Spears and Pikes

Spears that follow Society Rules are permitted for thrust only use in fencing activities and for specific war points as announced beforehand. Note: any spear head that has had any filler added is not permitted.

Ranged Weapons (projectile or thrown)

Rubber band guns ("RBGs") are the only ranged weapons allowed in Rapier Combat at Pennsic.

1. RBGs are approved for use in a melee if it has been announced beforehand.
2. RBGs are engaged with all combatants on the field and may fire at any target at the call of lay on.
3. EVERYONE on the field or on the edge of the field during a melee that is using RBGs and that is not properly wearing a fencing mask/helm must have safety eye protection (including side shields of some kind). This includes all spectators, marshals and water bearers. The marshals will point out a distance off the edge of the field where it is OK to remove the eye protection. "Dead" fencers must either keep their masks on or use safety eye protection until they have reached this zone.
4. RBG rounds may strike any part of a fencer, from any angle and regardless of awareness, including from behind.
5. If an RBG discharges and the bullet round bounces off anything and into a valid target, the shot landed and is good and therefore cannot strike anyone else. This includes "friendly fire" and accidental discharges. The validity of any given shot from an RBG shall be judged by the recipient of that shot. Fencers are encouraged to ask if they are unsure what happened.
6. At the end of melees, the fighters must unload all RBGs before leaving the field.
7. RBGs are only approved with surgical tubing shot. Use of tubing containing any liquid, sand, beads, or any other material is not legal.
8. RBGs should mimic the appearance of a period firearm.
9. RBGs must pass the same safety requirements as a rigid parrying device if they will be used as such.
10. When a hold is called, all loaded RBGs should be aimed at the ground, or if this is not possible, aimed away from all persons. In the case of rubber band cannons, a fully armored crew member must stand in front of the cannon blocking any accidental shot.

MARSHALING CONCERNS IN FENCING COMBAT

Excessive impact: combat at Pennsic poses risks to the participant. This recognition, however, does not excuse fighters from exercising control of their techniques. If a fighter throws blows which force the opponent to retire from the field from a real injury (even one which only causes brief incapacitation), the marshal responsible for the field shall take such steps as are appropriate to stop the problem from recurring.

In scenarios allowing Death From Behind (DFB), the thrower of the DFB must come to a complete stop before proceeding. Per Society rules, DFBs may then be made by laying the flat of the blade across an opponent's shoulder with the point into their view, and uttering a short, clear phrase such as, "You are dead from behind." The recipient fencer is dead the moment the blade touches them. Hyper-DFBs or machine gunning ("DeadmylordDeadmylordDeadmylord...") is forbidden.

1. Blind shots are illegal. Combatants must have visual contact before throwing a shot at an opponent. Note: This is a safety rule, not a scenario rule (i.e., a "hay bale wall" does not create a "blind shot" for purposes of this rule. It is unsafe to throw a blow when you cannot physically see where you are throwing).
2. Daggers and spears may NOT be used for DFBs.
3. Running from place to place in melee is permitted. Running TO engagement is permitted. Running FROM engagement is permitted. Combatants must all be especially aware that engagement distance when including spears goes off the reach of combatants with spears.

    a. Running attacks, either against a line or an individual, including running engagements or running through engagements, are prohibited. Combatants must be in control of themselves and their weapons before beginning an attack, fouling a blade or otherwise engaging any opponent(s).

    Combatants may NOT throw shots at an opponent who is running toward them. Again, all combatants must all be especially aware of their engagement distance. Combatants violating this rule will get one warning from the marshals; a second offense will be grounds for ejection from the battle.

4. A combatant who steps off the Edge of the World is considered dead. They will get one loud, verbal warning from the witnessing marshal when they are approaching the edge, but the onus is on the combatants to always know their surroundings. Edge of the World deaths mean the combatant must leave the field or return to their resurrection point (if applicable).
5. All defeated or disabled fencers should safely remove themselves from the melee field, retaining their mask/helm fully on until it is safe to remove it. Fencers withdrawing from the field should do so with weapons held above their head to indicate non-combatant status. The preferred methods are by holding the blade of the primary weapon or holding the spear straight up. Fencers who have lost both hands or arms are considered disabled and must retire from the field.
6. Fencers may not pretend to be dead or purposely hide themselves among the dead. If asked by a marshal or another combatant, combatants must answer truthfully whether they are alive or dead.
7. Dropped weapons do not need a hold unless they present an immediate safety issue.

(Continued on next page)

(Rapier Combat Conventions, continued)

   a. Combatants may not steal an opponent's dropped weapon.
   b. Combatants are not required (but are encouraged) to allow opponents to pick up their dropped weapon.

8. Dead fighters may only say they are dead. They may not give orders or other information. During a hold, fighters are welcome to discuss safety concerns with their teammates, or engage in good-natured conversation, but must not discuss tactics or strategy.
9. Fighters in any battle may call themselves dead at any time. In a resurrection battle, a fighter can always walk back to resurrection point.
10. Except for hay bales used to secure flags and flag systems to the grounds, combat over the hay bales is not allowed.

In any tournament or melee, additional restrictions may be imposed by the marshals as needed.

THROWN WEAPONS

The Thrown Weapons Range is located to the right of the Fort, near Currie Road.

Thrown Weapons Marshal-In-Charge:
Master Kumagaya Kentarou Masamoto

RANGE HOURS

The range is open when the green flag is raised

Range Set Up:
Monday, July 27, and Tuesday, July 28 9 am – 1 pm

Open Throwing:
Tuesday, July 28 1 pm – 5 pm

Open Throwing:
Wed., July 29, through Thurs., Aug 6 9 am – 5 pm

Range Tear Down:
Friday, Aug 7 9 am until done

CLASSES & TOURNAMENTS:

search Pennsicwar.org/THING
under Topic - "Combat: Thrown Weapons."

THING

THROWN WEAPONS MARSHALS' MEETINGS

(MITs welcome)

Tuesday, July 28 12 pm – 1:30 pm
Saturday, August 1 4 pm – 5:30 pm

THROWN WEAPONS POPULACE WAR POINT

Sun., August 2 — Wed., August 5 10 am to 4 pm
Thursday, August 6 1 pm to 4 pm

Last start is 15 minutes before scheduled closing time.

THROWN WEAPONS CHAMPIONS WAR POINT

Thursday, August 6, 8:30 am

Champion Tryouts are open to all to compete as a champion for the East or Middle side. You must be able to show excellent throwing skills in Axe, Knife, and Spear. The point tally total will be announced at time of try outs. Tryouts will be held Sunday, August 2 & Monday, August 3 from 5:30 pm to dusk.

THROWN WEAPONS CONVENTIONS FOR PENNSIC

In addition to the SCA Thrown Weapons Standards and Conventions, please note these items for Pennsic 53:

- All throwers must have footwear that covers the soles of their feet, although closed-toed footwear is recommended.
- The minimum age to throw is 5 years of age.
    - Youths under 18 need to be registered at the range by a parent, a court-designated legal guardian, or a notarized guardian before they throw for the first time.
    - The parent or guardian must stay at the range with those under 12 at all times.
      Once registered, those 12 and older can be at the range unaccompanied.
- Pennsic Thrown Weapons does not provide "loaner equipment". Individual throwers MAY choose to loan out equipment at their discretion.

WATER FOR THE BATTLEFIELD — Pennsic War no longer organizes water bearers for combat activities. This is now the responsibility of individuals, camps, and households.

Containers can be filled at the Filtered Water Stations around the campground, including four stations on the Battlefield. Locations are marked on the campground map with a green and white water droplet symbol. Please bring your own water bottles.

TARGET ARCHERY

The Archery Range is west of the Battlefield, beyond the B-blocks.
The West Loop & Accessible Buses run between the south end of the Battlefield and the Range.

Archery Marshal-in-Charge:
The Honorable Lord Alrekr Bergsson

Archery Equipment Standards

A. Bows

1. No compound bows are allowed.
2. Adjustable or fixed sights may not be attached to handbows. Marks on limbs are allowed.
3. There are no draw weight limits for target archery bows.
4. No modern spring/flipper rests or plunger buttons are allowed.
   a. Wire rests are not allowed.
   b. Simple, one-piece plastic attachable rests are allowed.
   c. Plastic or nylon bristle rests are allowed.
5. Bow straps are allowed.
6. No stabilizers, clickers, or modern string release devices are allowed.
7. Bows with cut-out risers (those bows you can see through from the side) must have the openings covered so as to present a solid surface and an appearance more in keeping with medieval archery.
8. Bows made of PVC are not allowed.

B. Crossbows

1. No center-shot or split-prod styles allowed.
2. No compound prods or break-cocking styles allowed.
3. No ballistae of any kind allowed on the archery range.
4. Rear peep sight may be attached, but front sights are not allowed.
5. Limb coverings are not required.
6. Slings may be attached to the bow, but may not be used as an aid in shooting.
7. Stocks made from any material other than wood must be covered and any cut outs (other than the hole that secures the prod to the stock, the binding bridle) that you can see through from the profile must be filled or covered to appear more in keeping with medieval archery.

C. Strings

1. All strings must be appropriate for the bow type and weight.
   a. Strings may not be constructed of material prone to failure, such as natural sinew or gut.
   b. Linen, silk, and artificial sinew strings are acceptable if they are constructed properly.
   c. Strings that have become knotted or those that have been repaired by knotting strands together are not allowed. This rule does not forbid those string designs that incorporate knots in their original design.
2. A nocking point may be attached to the string.
   a. Both metal and tied-on nocking points are acceptable.
   b. A single nocking point is allowed. The nocking point may consist of one or two locators, which may be of any type.
   c. The locators may not extend above or below the nock in such a way as to allow them to be used as sighting mechanisms.
3. String silencers may be used.
4. It is strongly recommended that the ends of the string be served, and that a serving cover the nocking area of the string. It should be noted that Japanese and Flemish style strings are rarely served at the ends, and are acceptable.
5. Metal crimps on strings are not allowed on bows over 25 pounds.
6. Peep sights mounted on the strings are not allowed.

D. Arrows and Bolts

1. All shafts must be made of a period-appropriate natural wood or bamboo-like material, with the exception that youth or practice may use modern arrow shafts.
2. No broad heads or tips that will cause excessive damage to targets shall be used.
3. Fletching:
   a. Arrows shall be fletched with natural feathers, or any period material; no plastic vanes (except for youth arrows).
   b. Bolts may be fletched with any period material.
4. Nocks for arrows may be of any material.
5. End caps, rings, or wrapping are not required for crossbow bolts.

E. Miscellaneous Equipment

1. Any type of quiver may be used, except for those that are attached to the bow.
2. It is strongly recommended that an arm guard or bracer be worn.
3. A glove or finger tab may be used.
4. All equipment should adhere to the spirit of medieval archery.

(Continued on next page)

(Target Archery, continued)

F. Exceptions

Exceptions to the above rules may only be granted by Archer General of Æthelmearc, Captain General of Archers East Kingdom, Deputy Earl Marshal for Target Archery Middle Kingdom, Pennsic Archery Coordinator, or their designated deputies, so long as the exception does not violate SCA Target Archery rules.

TARGET ARCHERY NOTES

Greetings unto the Known World from the Pennsic Target Archery Staff! I am the Honorable Lord Alrekr Bergsson, Archery General of the Sylvan Kingdom of Æthelmearc. Together with our colleagues from the East, Midrealm, Atlantia, and many, many volunteer marshals and Marshals in Training, we work to make safe and enjoyable archery at Pennsic 53.

Other staff members include: Baron Ryan Mac Whyte, Captain General for the East; Maître Diccon de Reinport, Deputy Earl Marshal for Target Archery, Midrealm; Herr Johannes von Hammersbach, Deputy Earl Marshal for Target Archery for the Kingdom of Atlantia; Maistro Aloysius Sartore, Pennsic Archery Coordinator; and Pan Casimir Sarkastyczny, Archery Clerk.

MARSHAL ORIENTATION MEETINGS

To marshal at Pennsic, **all target archery marshals or marshals in training** must attend **any one** of the marshals' orientation meetings:

- Mon, July 27, about 12:30 pm, after range setup
- Wed, July 29, 10 am — Archery Marshals' Tent
- Fri, July 31, 3 pm — Archery Marshals' Tent
- Sun, August 2, 2 pm — Archery Marshals' Tent
- Wed, August 5, 8:30 am — Archery Marshals' Tent

Operating target archery is volunteer-based and we need your assistance to keep the archery range open. Please volunteer a few hours of your time. Marshal shifts are scheduled in two hour blocks.

ARCHERY RANGE STATUS & ACCESS

The Archery Range is located southwest of the Battlefield, beyond Oversized Parking. It is not visible from the main campground areas. To indicate if the range is open or closed, we will post signs at various points around the battlefield and at the ends of the Archery Walk (the walking path through the parking area).

Visit pennsicwar.org/TA or scan this QR code for Range Status updates .

There is bus service to the range starting at 9 am. **We try to be handicapped-friendly, but the range is hilly and the ground is irregular.** While the bridges this year are expected to be accessible for mobility devices, we cannot ensure the land around them is as accessible. Please wear protective gear on your feet, due to the possibility of poison ivy, rocks, and other natural field conditions present on the ranges.

Need refreshment on the archery field? Swing by the archery populace hospitality tent for shade, snacks, and Gatorade! Like everything at Pennsic, we run on volunteers—if you would like to give back to the community and be an attendant at the tent, please sign up to help! This is funded by donations, so if you'd like to contribute you can do so, but it is not required. Please join us and stay refreshed and hydrated.

ARCHERY ACTIVITIES & HOURS

Archery classes, tournaments, and novelty shoots take place from July 29th onward and are open to all.

The most accurate list of all things archery can be found online at Pennsicwar.org/THING. Search under Topic: Archery or Location: Archery/Thrown Weapons for times and dates of meetings, classes, and shoots. We will also have a printed schedule in the Archery Marshals' tent.

Please come out and enjoy some challenging shoots, regardless of which side you favor.

Peace Week (July 27—August 1)

Range set up is Monday, July 27, at 9:30 am. You do not need to be in garb for this; it's dirty work, and we have a lot of equipment to move. Bring water, sunscreen, and good shoes.

Because so many people want to be able to shoot during "Peace Week", marshal availability permitting, we will have a portion of the Archery Range officially open from Wednesday, July 29 to Friday, July 31, from 11 am—3 pm each day for War Point practice and Royal Rounds. These Peace Week hours will allow more archery fun for us all.

To keep Peace Week archery going, **we need additional archery marshals** to help staff 6 two-hour shifts. We would need a minimum of 4 marshals each shift. Please consider volunteering some of your time or recruit a marshal to help out.

Saturday, August 1, 10 am: the annual "Ullr's Games" Novelty Challenge Shoot has 10 target stations based on heroes, myths, and legends of history and the SCA. Prizes will be awarded for scoring, and for best target design.

War Week (August 2—7)

During War Week, the Archery Ranges will generally be open from 9 am—5 pm. Practice for Populace War Point shoots will be generally available from 9—11 am.

Scored **War Point shooting** begins at 11 am (at 9 am on Friday, closed Tuesday.). Due to unpredictable weather, we recommend shooting early if the weather is good—try not to wait until the last day.

On **Sunday, August 2,** the **12th Pennsic Period Shoot** will take place at 8 am. At 9 am, come watch the best archer teams shoot in the 2nd **Heroic Head to Head War Point** team competition. This war point won't take long to determine, so don't be late!

Tuesday, August 4, the range will be **closed** to populace shooting for the **Archery Champions' War Point**. It starts at 9 am; you are welcome to come and watch from behind the safety lines.

On **Thursday, August 6**, at around 3 pm we will take down the practice range.

On **Friday, August 7,** weather permitting, the range is open at 9 am for the Populace War Point shoot **only**, and closes for tear down at 1 pm. From 1 pm on we pack everything up, and we need and greatly appreciate volunteer help to get it done. We're all a bit tired by the end of the War, and appreciate your assistance so this big job is quickly done by as many as possible.

ARCHERY WAR POINTS

There are 3 Archery War Point events: the Heroic Head-to-Head Shoot, the Archery Champions Shoot, and the Populace Shoot. See the dates and times above.

The Populace Shoot War Point will be won by the combination of three Wizard of Oz themed shoots (details on this page.) The winning alliance for each shoot will be determined by the total number of points tallied by archers over the course of the War. Scores will be tallied each day and posted in the Marshals Tent.

Archers will have the opportunity to shoot each of the 3 Populace War Point shoots up to a maximum of 5 times (once for each War Point day). If an archer wanted, they could shoot all their War Points in one day.

ARCHERY EQUIPMENT (Equipment Standards on p. 55)

Please bring your properly operating, undamaged equipment to the range with you. **Pennsic Archery does not have loaner gear of any kind.** If you need something, you're welcome to privately arrange to borrow equipment from a friend, or purchase needed equipment from a Pennsic shopkeeper. Please do get advice from another archer if needed. All equipment will be inspected with the archer. We will check that equipment "fits" the archer and is mechanically sound. If it does not fit, we cannot allow it to be shot, even if it's recently purchased. Please do ask if you have any questions.

Inspections

- All archers shooting at Pennsic must bring their equipment to the archery range and have it inspected before they will be allowed to shoot.
- Several archers may use the same equipment, but each archer must be inspected with that equipment.
- Archers and their equipment need only be inspected once during War.
- To ensure the highest amount of safety, there will be **no in-camp archery inspections** allowed at Pennsic; all equipment must be brought to inspection point on the Archery Range for inspections.
- If equipment is modified or repaired, it must be re-inspected with each archer that will use it.

Thank you for your help in keeping archers safe.

Youth Archers

Following Children at Pennsic rules, our younger archers are welcome and encouraged to practice on the practice ranges, take part in novelty shoots, and shoot for the Populace War Point. Youths may shoot by themselves following Pennsic youth rules, and at the marshals' discretion. Parents or other responsible parties may assist youths needing help on the shooting line, again at the marshals' discretion. Everyone follows the same rules and may shoot the Populace War Points. Check on Pennsicwar.org/THING for shoots that are of special interest to younger archers.

POPULACE SHOOT WAR POINT—DETAILS

6 arrows/bolts for each shoot, untimed

Castle Shoot: Archers will shoot into the castle 100 yards away, where the Wicked Witch of the West is waiting. The Haunted Forest and trees are about 50 yards in front of and protecting the castle. Scoring is:

- **1 point** for arrows/bolts inside the forest
- **2 points** for hitting the trees
- **3 points** for inside the castle (front wall does not count, back wall does)
- **4 points** for hitting the Wicked Witch of the West inside the castle

Flying Monkey Shoot: The archers will shoot at the invading flying monkeys. Any arrow/bolt hitting the painted portion of the target scores as follows:

- **1 point** for the 15-yard target
- **2 points** for the 35-yard target
- **3 points** for the 45-yard target
- **4 points** for the 55-yard target

Tornado Shoot: The target is a tornado located between 25 and 35 yards away. The tornado will be about 18 inches wide at the top, about 6 inches wide at the bottom and 36 inches tall, for an average of about 12 inches wide. Dorothy's house is swirling around in the tornado, there is an extra point for hitting it and slowing it down. Scoring is:

- **1 point** for each arrow/bolt inside the tornado
- **2 points** for each arrow/bolt inside the house in the tornado

YOUTH ARMORED COMBAT & YOUTH RAPIER COMBAT

Youth Armored Combat is in the southeast corner of the Battlefield, along Currie Road
Youth Rapier Combat is at the south end of the Battlefield, in the Rapier area (see map on page 42)

Youth Combat Marshal-in-Charge:
Baron Andriú Mac Domhnaill

Youth Rapier Marshal-in-Charge:
Lord Daven Mackeannaugh

The basis for the Pennsic 53 Youth Armored Combat rules and Youth Rapier Combat rules is the SCA Youth Combat Handbook.

YOUTH COMBAT AGE DIVISIONS: All youths ages 6 to 17 are invited to join us on the battlefield for the Pennsic Youth Armored and Rapier Combat Programs.

In both programs, the divisions are:

- Division 1 (ages 6 to 9),
- Division 2 (ages 10 to 13), and
- Division 3 (ages 14 to 17)

Youths who moved up a division or were held back because of size, strength, or maturity and youth from kingdoms with different age divisions may participate in the division that is most appropriate based on their home kingdom authorization.

LOANER GEAR: The Youth Armored/Rapier Combat programs at Pennsic each have a limited supply of loaner gear so that a fighter may check out items needed for them to safely participate in the program. Borrowed items will need to be returned at the end of session to the Marshals' Tent. Loaner gear is first-come first-served. There is no way to guarantee that there will be an item available if inventory has already been checked out by other fighters. Please try to have a full working set of armor upon arrival, or bring as many elements as you can.

AUTHORIZATIONS: Each kingdom may elect to hold authorization sessions for Youth Armored/Rapier Combat during the week. Check at the Youth Combat or Youth Rapier administration tent for more information.

SERVICE: Youth combatants are expected to provide service at Pennsic. At a minimum, this will take the form of field sweeps for trash and water bottles in our own lists as well as the surrounding area.

VOLUNTEERS: We encourage parents and marshals-in-training to volunteer at the Youth Armored or Rapier Combat lists.

REGISTRATION AND SUPERVISION

A parent, legal guardian, or notarized guardian must accompany their child/youth to the field the first time they participate in Youth Armored/Rapier Combat during this Pennsic in order to complete the registration process.

During the registration process, the parent/guardian must provide contact information, including a mobile phone number or equivalent method for rapid contact in the case of an emergency by which they can be reached during each youth combat session the child/youth participates in. If the contact information needs to be changed during the course of Pennsic, the parent/guardian must repeat the above procedure.

Youth Armored fighters must be registered and attend at least one full session prior to the Castle Battle on Thursday—no new registrations will be allowed after the last session on Wednesday, August 5th.

In accordance with the Pennsic Youth policies, participants under the age of 12 must be within voice range or in sight of their parent/guardian or another designated responsible adult (age 18 or older) at all times while participating in Youth Armored/Rapier Combat. This encompasses the area immediately surrounding the youth list fields. Parents/guardians who wish to designate someone else as a responsible adult for their child under the age of 12 must provide their name and contact information as part of the registration process.

All Youth Combatants will sign in with the marshals for each subsequent session. Even if a Youth Combatant has attended the morning session, a separate sign-in is necessary for the afternoon session.

PENNSIC YOUTH ARMORED / RAPIER COMBAT BACKGROUND CHECK POLICY

The Marshals-in-Charge of Youth Armored and Rapier Combat at Pennsic, as listed on the Pennsic staff list, must present proof of a current SCA-required background check before they can assume their roles at Pennsic. Additionally, the background check policy applies to those marshals put in charge of the Youth Armored and Youth Rapier Combat administration tents and the individual list fields for Divisions 1, 2, & 3.

YOUTH ARMORED/RAPIER COMBAT SCHEDULES

Youth Armored Combat Sessions are scheduled daily Wednesday, July 29 to Thursday, August 6, 8:30—11 am, and 2—4 pm, with a few exceptions.

Youth Rapier Combat Sessions are scheduled daily Tuesday, July 28 to Thursday, August 6, 9 am—2 pm, with a few exceptions.

All personal items **MUST** be collected by the end of the final session on August 6, or they will be sent to Lost & Found.

New for Pennsic 53 - The Youth Armored & Rapier list fields will close if the heat index reaches 95 or higher.

Both programs also have several evening tournaments scheduled. Times may vary to avoid conflict with other events. Melee will not be available if a tournament is scheduled on the lists. Please check the schedule posted in the Minister of Lists tent at the Youth Armored/Rapier Combat lists for more information.

PENNSIC 53 RULES OF THE LIST FOR YOUTH ARMORED & RAPIER COMBAT

- No Youth Armored/Rapier Combat may occur without the presence of a warranted Youth marshal.
- The word “HOLD” is to be used by marshals, fighters, parents or spectators to stop combat activities when they see a problem. You should use “HOLD” when you witness a behavior, weapon, or armor condition that is unacceptable or dangerous.
- Any combatant who refuses to obey the commands of the marshals shall be removed from the field.
- Parents, guardians, mentors and other observers are expected to act with courtesy and behave in a responsible manner when in the list area. Adults demonstrating inappropriate behavior will be asked to leave the Youth Martial area. This may result in their child having to withdraw from that day’s activity.
- Shields must be appropriate to the size, strength and control of the fighter. A fighter may be asked to demonstrate control with a shield if it appears to be too heavy or too large to handle properly.
- Shields may not be used as offensive weapons. NO contact between a shield and the opponent’s body is allowed.
- Rules of Engagement shall be the same as for adult Armored/Rapier Combat at Pennsic.

YOUTH ARMORED COMBAT SPECIFICS

“Death From Behind” conventions will not be used.

ARMOR AND WEAPON INSPECTION

Prior to participating in youth combat activities, and at the beginning of each session, all equipment must be inspected and shall meet all safety & armor requirements of the appropriate division.

ARMOR STANDARDS

Armor standards are as per the SCA Youth Combat Rules, with these additional notes:

- All helmets must be padded with closed-cell foam.
- Helmets with EPP foam are not allowed.
- Helmets with Seven Technology ring-style padding are not allowed.

A helmet with a lengthy open slot across the face, such as a catcher’s mask eye slot which does not have a nasal guard, will NOT be permitted in Divisions 2 or 3.

WEAPON SPECIFICATIONS

Weapons standards are as per the SCA Youth Combat Rules, with these additional notes:

- The use of butt spikes is not allowed in Division 1.
- Throwing weapons (axes and javelins) may only be used in melees with the approval of the marshal in charge of the list, who may choose to exclude thrown weapons from specific scenarios or during given sessions at their discretion.

SHIELD STANDARDS

Shield standards are as per the SCA Youth Combat Rules, with the additional note that Society rules require a minimum edge thickness of one-half inch.

YOUTH RAPIER COMBAT SPECIFICS

“Death From Behind” conventions will be used, but will be announced by the MiC before each scenario.

ARMOR AND WEAPON INSPECTION

Prior to participating in youth rapier activities, and at the beginning of each session, all equipment must be inspected and shall meet all safety and armor requirements of the appropriate division.

ARMOR STANDARDS

Armor standards are as per the SCA Youth Rapier Rules.

WEAPON SPECIFICATIONS

Weapons standards are as per the SCA Youth Rapier Combat Rules.

PARRYING DEVICES

Parrying device standards are as per the SCA Youth Rapier Combat Rules.

ARMORED COMBAT WITH REBATED STEEL WEAPONS

The Armored Steel Combat Tent is on the South side of the Battlefield (see map on page 42)

Coordinator: Lord Brian of Stonemarche

Armored Combat with Rebated Blades seeks to recreate one of the many styles of tournament on foot in the 14th-16th centuries. It uses blunted steel weapons and only cuts – no thrusts. The rules are similar to what you will find in the duel rules of the modern sport of buhurt, made popular by the Battle of the Nations annual event.

The Steel Fighting area is also host to the Harnischfechten Experiment, which seeks to reproduce a wider range of historical tournament and dueling techniques. SCA Harnischfechten rules closely mirror those used in the Historical European Martial Arts (HEMA) community outside the SCA.

Schedule

The Armored Steel Combat Tent will be open for pickups, practice, and learning according to the schedule listed in **pennsicwar.org/THING**. The area will close if there is no one there to participate, or will stay open longer if there is significant interest. Steel and Harnischfechten marshals are encouraged to help out as much as they are willing.

Tournament times: see sections 3.3 and 3.4 below.

1. GENERAL

1.1. There will be NO War Point for Armored Steel Combat.

1.2. One Marshals' tent will be set up near the main battlefield for Steel Combat and shared with the Harnischfechten Experiment.

1.3. A List Field near the Steel Marshals' Tent shall be designated. A safety zone shall be marked on the ground.

1.4. Any Steel Combat Marshal authorized by any participating Kingdom MAY act as a Steel Marshal at Pennsic 53.

1.5. A Steel Combat Marshal MUST be present during all Steel Combat activity.

1.6. A Marshal-in-Training may act as List Marshal under the supervision of an Authorized Steel Marshal.

2. HARNISCHFECHTEN EXPERIMENT

2.1. The SCA Harnischfechten Experiment will continue to run co-located with the Armored Steel Combat and will share the list field when appropriate marshals are present except during scheduled tournaments.

2.2. Participants MUST be in the authorized Participants List as per the Experiment's Rules and the Rules of the SCA. Any authorized Harnischfechten Experiment Participant may participate at Pennsic within the rules established for the Experiment.

2.3. All participants in the Harnischfechten Experiment MUST file a report for each and every day in which they participate.

2.4. All Harnischfechten activities will be as per the published rules available via the SCA website.

3. SCHEDULE

3.1. The schedule will be posted in the Thing and is subject to change. The Steel Combat List Field MAY be open during ad hoc hours as needed.

3.2. The Steel Combat area may be closed at certain times due to weather, lack of attendees, or during major battles, at the Steel Marshal in Charge's discretion.

3.3. **At 10:00 am on Sunday, August 2, the Second Known World Harnischfechten Deed of Arms** will be held. Rules and details will be posted.

3.4. **At 3:00 pm on Wednesday, August 5 the Third Known World Armored Steel Combat tournament** will be held. Rules and details will be posted.

4. ARMOR AND WEAPONS STANDARDS

4.1. All participants in SCA Steel Combat activity must meet Society-minimum armor standards as determined by the current version of the "Armoured Combat with Rebated Blades (Armoured Steel Combat) Marshal's Handbook" available on the SCA website. All fighters will ensure that their armor meets those standards while they are fighting. The Marshals reserve the right to ban any weapon or armor, even if it would be legal in another kingdom. Any unusual or non-standard armor or weapons will be brought to the attention of the Marshals before they will be allowed to be used. Decisions of the Marshal-in-Charge are final.

5. ARMOR AND WEAPON INSPECTION

5.1. All armor and weapons must pass inspection before they may be used in any Steel Combat at Pennsic War 53. Inspections will be performed at the Steel Marshals' Tent or adjacent to it.

6. GENERAL COMBAT CONVENTIONS

6.1. SCA Steel Combat rules are specific and restrictive in the types of combat allowed. Steel Combat at Pennsic 53 will adhere to these rules.

6.2. Practice and training bouts may be fought with or without all four judges, but a List Marshal must still be active.

7. THE FOLLOWING RULES AND CONVENTIONS SPECIFIC TO PENNSIC ARE IN EFFECT

7.1. Fighters from kingdoms where SCA Steel Combat has not yet been approved MAY participate in Steel Combat at Pennsic provided they adhere to all Society rules for such and these Pennsic Conventions including the following:

7.1.1. Fighters may participate in training against an authorized Steel Marshal and under the direct supervision of that or another Steel Marshal. A Steel MIT may participate in this training as long as an authorized Steel Marshal is supervising.

7.1.2. Fighters may get temporary authorizations for the duration of the current Pennsic War. This is done at the discretion of the Pennsic Armored Steel Combat Marshal or designated deputy.

7.2 Authorizations for Armored Steel Combat MAY be conducted at Pennsic as time and list field availability allows. This is to be done as per the fighter's Kingdom policies and with Steel Marshals from that Kingdom.

7.3. Pennsic will provide at least one designated list field for Steel Combat use. If that field is not the exact size described in the SCA Steel Combat handbook, fair effort will be made to delineate the boundaries and safety zone to match the size of the field available.

8. PENNSIC WAR 53 SPECIFIC STANDARDS

8.1. There are no changes in effect.

Pavilions on the Battlefield

All Tents and Pavilions must be approved before setting them up around the Battlefield.

If you pre-registered to put a tent/pavilion on the Battlefield, or if you need to make arrangements to have one there, please visit the Battlefield Inspection Tent and ask for the Battlefield Pavilion Coordinator or email bfpavilions@pennsicwar.org.

All tents/pavilions on the battlefield must have a tent ID tag with the name and camping location of the owner. This is mostly for your protection and that of your belongings if it becomes necessary to drop a tent for any reason. Tags are issued by the Battlefield Pavilion Coordinator.

Reminder: No vehicle is allowed anywhere on the battlefield area without a Battlefield pass issued by the Battlefield Pavilion Coordinator or by one of the Martial staff.

PENNSIC 53 WAR POINT SCENARIOS

From the Thrones of the East and the Midrealm, greetings to all who gather for Pennsic 53. We welcome you to the War Point Scenarios, an array of challenges and endeavors that reflect the full breadth of talent, passion, and dedication within our Society.

Pennsic is more than a field of battle. It is a living tapestry woven from many strengths: the precision of Rapier and Armored Combat; the keen focus of Archery, Thrown Weapons, and Missile activities; the creativity and scholarship of the Arts & Sciences; and the steadfast devotion of those who serve. Each discipline enriches our War and gives it depth, color, and meaning.

The scenarios and competitions before you have been crafted to inspire — inviting you to test your skills, explore new ideas, and share in moments of triumph, challenge, and discovery. Whether your path leads you to the lists, the ranges, the studios, or the places where quiet service keeps our great War thriving, your contributions shape the experience we all cherish.

Yet above all, we gather under a shared commitment to safety, honor, and respect. No accolade or achievement outweighs the well-being of our community. We all share the responsibility to ensure that every endeavor is pursued with awareness and care.

So step forward with confidence. Create boldly. Compete with joy. Serve with pride. Celebrate the fellowship of those around you, whatever tools they wield — be they blades, bows, brushes, books, or the countless instruments of service. And when each day's efforts are done, may all return in good health and high spirits, ready to share stories of inspiration, ingenuity, and the bonds strengthened through shared purpose.

For the greatest victory at Pennsic is not measured in points, but in a War where all may participate fully, challenge themselves boldly, and return home enriched by the experience.

In Service to the Dream,

Culann mac Cianain
Sovereign, East Kingdom

Honig
Ro Honig von Sommerfeldt
Consort, East Kingdom

Louis
Louis LeCoffrier,
Sovereign, Midrealm

Sadb
Sadb ingen Donnchadha
Consort, Midrealm

To view or download the complete **War Point Scenarios and Tournaments** document from TRM East and Middle, including battle set up diagrams, scan this QR code or go to PennsicWar.org/WP.

Printed reference copies of the Scenarios are available in each staffed Martial discipline tent. These are intended to remain in the tents for everyone's use.

WAR POINTS SCHEDULE

SATURDAY, AUGUST 1

2:00 pm	Meeting of the Crowns	*Midrealm Royal*
6:00 pm	Opening Ceremonies	*at the Fort*

(Great Hall if inclement weather)

SUNDAY, AUGUST 2 (Champions' Day)

9:00 am	Archery Heroic Head-to-Head Shoot	1 point

starting at 10:00 am:

Allied Champions	1 point
Unbelted Champions	1 point
Unbelted Alternates/Allies	0 points
Belted Champions	1 point

from 12:00 pm onwards:

Rapier Melee Champions	3 points
Rapier Alternate/Allies	0 points
Cut & Thrust Melee	0 points

1:30 pm

Armored Heroic Champions	1 point
Rapier Heroic Champions	1 point
Armored Youth Exhibition	0 points

**** = Battles with Combat Archery, Siege, and/or Thrown Weapons***

MONDAY, AUGUST 3

9:30 am	Arts & Sciences Champions	4 points
10:00 am	Armored Bridge Battle*	5 points
1:00 pm	Rapier Stronghold Battle	5 points

TUESDAY, AUGUST 4

9:00 am	Archery Champions	4 points
10:30 am	Armored Woods * *(or alternate battle)*	4 points
1:30 pm	Rapier Woods *(or alternate battle)*	4 points

THURSDAY, AUGUST 6

8:30 am	Thrown Weapons Champions *	2 points
10:00 am	Combined Scenario Castle Siege*	7 points
3:00 pm	Combat Archery & Siege Battle*	1 point

FRIDAY, AUGUST 7

10:00 am	Armored Field Battle*	5 points
1:00 pm	Rapier Field Battle	5 points
3:00 pm	Closing Ceremonies	*at the Fort*

DURING WAR WEEK

Populace Archery Shoots	1 point
Populace Thrown Weapons	1 point
Service Challenge	1 point

SERVICE CHALLENGE

Your Volunteer Service at Pennsic War can help to win a War Point!

Service on Sunday through Thursday of War Week counts towards the challenge. Volunteer Points are:

- Marshals' Point
- Archery Range
- Thrown Weapons Range
- Watch Point
- Registration Point (Troll)
- Heralds' Point
- Family Point
- Information Point
- Lost & Found
- Accessibility Assistance
- and Teaching Pennsic University classes

CULTURAL AFFAIRS

The Cultural Affairs Division provides Pennsic attendees with the space to teach and learn about medieval activities and cultural experiences.

- Teach or take classes in **Pennsic University**, **Middle Eastern Arts**, and **European Dance** spaces.
- View a multitude of performance types or maybe even be on stage with the **Performing Arts Department.**
- Learn strategy and skill in the **Medieval Games Tent.**
- View the elegant creations of the populace at the **Arts & Sciences Displays.**
- The **Family Point Complex** is a great space to entertain your children and guide the youth of our organization.

FAMILY POINT

Located next to the Great Hall; the entrance is off St. Lawrence Way

Family Point provides activities and entertainment for those under 18 and their families. Families know their children best, and age groups are a suggestion except where noted for safety.

The **Family Point Complex** is open and staffed from 9 am to 5 pm each day, Tuesday, July 28 through Tuesday, August 4, as well as on Thursday, August 6. We are closed August 5 to accommodate the Children's Fete, Water Battle, and Midnight Madness. At night, Family Point is transformed into our **Teen Lounge**, open 7 to 10 pm, from Wednesday, July 29, through Tuesday, August 4 .

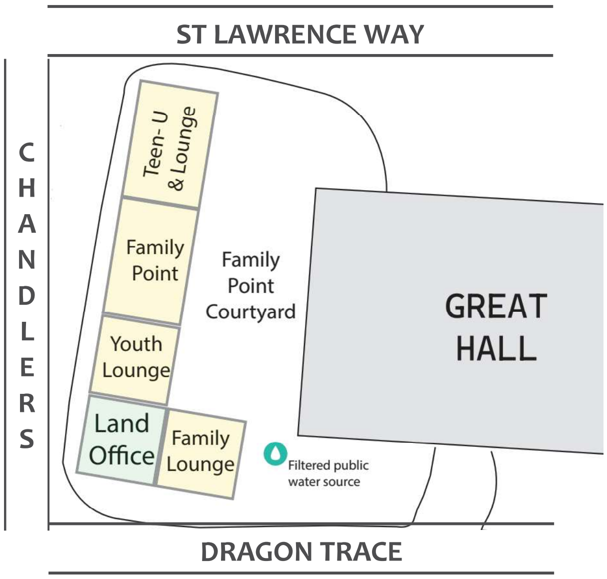
The **Family Point Lounge** serves as our "info point", as well as hosting playgroups and parent meet-ups. The **Family Courtyard** provides a safe space for younger children to play. 3—9 year olds and their adult/teen helper can enjoy scheduled crafts and activities in our **Family Point Tent**, while our **YouthU tent** has classes designed for ages 8—12 to enjoy.

For our older youths, the **Teen Lounge** is open for scheduled games, classes, and activities, as well as providing a hangout space for older kids. **TeenU** exists to allow those aged 13—17 to take classes designed for adults in a lower-intensity environment, as well as teen-specific classes.

The **Family Activities Schedule** on the next four pages was generated on June 6. Check **PennsicWar.org/THING** or at Family Point for updates, as we are continuing to add more activities.

THING

In accordance with SCA Policies, all Family Point activities are supervised by a background-checked youth officer. Families and youth are expected to follow all SCA and Pennsic supervision rules. SCA youth activities are not a babysitting service and Family Point staff cannot be used to fulfill the requirement for an accountable adult/teenager as defined in the Pennsic site rules.



VOLUNTEERING: We cannot provide activities and classes without your help! Volunteers are needed for teen evening supervision as well as teaching and assisting pre-prepared classes. We also need youth officers with SCA clearances to supervise in order to be open. Interested in volunteering to help? Stop by Family Point to learn more, and to see our signup sheet, or check the website to volunteer before War.

YOUTH ARTS & SCIENCES DISPLAY— SUNDAY, AUGUST 2

The Youth Arts & Sciences Display takes place in the Great Hall at the same time as the general A&S Display. Youth artisans will be in a designated area near the entrance, and may set up from 11:30 am—1 pm.

To Register: Come to University Point before 3 pm on Saturday August 1; there will be a Youth A&S Display sign-up sheet. Documentation sheets are available at University Point and at the sign-in table during the Display. See page 69 for more details about the Display.

FAMILY ACTIVITIES SCHEDULE

TUESDAY, JULY 28	9:00 am - 12:00 pm	Welcome to War Craft Time (Par/Ch Craft)	Family Point
	10:00 am - 11:00 am	Youth Rapier 101 (Combat:Y)	Youth Rapier List
	11:00 am - 12:00 pm	Family Point Volunteer Interest Session (Par/Ch Othr)	Family Lounge
	11:00 am - 12:00 pm	Disengage and Blade Play for Youth (Combat:Y)	Youth Rapier List
	12:00 pm - 2:00 pm	Youth Rapier Open Sparring (Combat:Y)	Youth Rapier List
	1:00 pm - 2:00 pm	Carving Viking Runestones (Par/Ch Craft)	Family Point
	1:00 pm - 2:00 pm	Fingerloop Braiding (Par/Ch Fiber)	Youth University
	2:00 pm - 4:00 pm	Viking Bling! (Par/Ch Craft)	Family Point
	2:00 pm - 4:00 pm	YouthU Viking Bling (Par/Ch Craft)	Youth University
WEDNESDAY, JULY 29	9:00 am - 11:00 am	Beginning Embroidery with Shonna	Family Point Courtyard
	9:00 am - 11:00 am	Toddler Playgroup (Par/Ch Other)	Family Lounge
	9:00 am - 2:00 pm	Youth Rapier Open Sparring (Combat:Y)	Youth Rapier List
	9:00 am - 10:30 am	YouthU Calligraphy Exploration (Callig)	Youth University
	10:30 am - 12:00 pm	Painting Scrolls for Kids and Toddlers (Par/Ch Craft)	Family Point
	10:30 am - 12:00 pm	YouthU Illumination (Illum)	Youth University
	11:00 am - 1:00 pm	Beginning Embroidery with Shonna (Embrdry)	Teen University
	11:00 am - 1:00 pm	D&D: Defend Cooper's Lake! (Game)	Teen Lounge
	11:00 am - 1:00 pm	Preschool Playgroup (Par/Ch Craft)	Family Lounge
	11:00 am - 12:00 am	Using an Ames Lettering Guide (Callig)	Family Point Courtyard
	12:00 pm - 3:00 pm	Youth Armored Combat Open Sparring (Combat:Y)	Youth Combat List
	12:00 pm - 1:00 pm	Quiet Lunchtime Crafting (Par/Ch Craft)	Youth University
	12:00 pm - 1:00 pm	Quiet Lunchtime Crafting (Par/Ch Craft)	Family Point
	1:00 pm - 2:30 pm	Beginning Leatherworking (Crafts)	Family Point Courtyard
	1:00 pm - 2:00 pm	Fabric Stamping (Crafts)	Youth University
	2:00 pm - 4:00 pm	Bead Animals (Crafts)	Youth University
	2:00 pm - 3:00 pm	Family Point Craft - TBA (Par/Ch Craft)	Family Point
	3:00 pm - 4:00 pm	Family Point Craft - TBA (Par/Ch Craft)	Family Point
	7:00 pm - 10:00 pm	Teen Lounge: Welcome To War Meet-n-Greet	Teen Lounge
THURSDAY, JULY 30	8:30 am - 11:00 am	Youth Armored Combat Open Sparring (Combat:Y)	Youth Combat List
	9:00 am - 2:00 pm	Youth Rapier Open Sparring (Combat:Y)	Youth Rapier List
	9:00 am - 11:00 am	Super Simple Sewing: Stuffies (Par/Ch Other)	Family Point
	9:00 am - 11:00 am	YouthU: Sewing Stuffies (Par/Ch Fiber Arts)	Youth University
	11:00 am - 12:00 pm	Children's Choir (PA:Rehearsal)	A&S 9
	11:00 am - 12:00 pm	Kumihimo Braiding (Cord)	Teen University
	11:00 am - 12:00 pm	Mancala Game Make and Take (Par/Ch Craft)	Family Point
	12:00 pm - 1:00 pm	Quiet Lunchtime Crafting (Par/Ch Craft)	Youth University
	12:00 pm - 1:00 pm	Quiet Lunchtime Crafting (Par/Ch Craft)	Family Point
	1:00 pm - 2:00 pm	Constellations and Crafts (Science)	Youth University
	1:00 pm - 4:00 pm	D&D: Help to Defend Cooper's Lake (Game)	Teen Lounge
	1:00 pm - 2:00 pm	Coloring Marginalia/Illuminations (Par/Ch Craft)	Family Point
	1:00 pm - 2:00 pm	Kid Garb Swap Meet (Par/Ch Other)	Family Lounge
	1:30 pm - 3:00 pm	Lombardic Capitals (Callig)	Teen University
	2:00 pm - 3:00 pm	Fiber Dying with Tea (Par/Ch Fiber Arts)	Family Point
	2:00 pm - 4:00 pm	Youth Armored Combat Battlefield Games (Combat:Y)	Youth Combat List
	2:00 pm - 3:00 pm	Fancy Medieval Rings (Jewlery)	Youth University
	3:00 pm - 4:00 pm	Youth Recorder Session (Perf:Music)	A&S 9
	3:00 pm - 4:00 pm	Thread-Woven Buttons for Teens (Costume)	Teen University
	3:00 pm - 4:00 pm	Stained Glass Bookmarks (Par/Ch Other)	Family Point
	7:00 pm - 10:00 pm	Teen Lounge: Bardic Circle (Par/Teen)	Teen Lounge
FRIDAY, JULY 31	8:30 am - 11:00 am	Youth Armored Combat Open Sparring (Combat:Y)	Youth Combat List
	9:00 am - 11:00 am	Toddler Playgroup (Par/Ch Other)	Family Lounge
	9:00 am - 2:00 pm	Youth Rapier Open Sparring (Combat:Y)	Youth Rapier List
	9:00 am - 10:00 am	Family Point Craft - TBA (Par/Ch Craft)	Family Point
	9:30 am - 11:00 am	Those Damned Acanthus (Illum)	Teen University
	10:00 am - 11:00 am	Youth Axe-Throwing Instruction (Combat:TW)	Thrown Weapons
	10:00 am - 11:00 am	Medieval Game Make and Take (Par/Ch Craft)	Family Point

Family Activities Schedule

FRIDAY, JULY 31	11:00 am - 12:00 pm	Cave Artisans Worldwide (Par/Ch Craft)	Family Point
	11:00 am - 1:00 pm	Silk Painting for Teens - Part I (Crafts)	Teen University
	11:00 am - 1:00 pm	Preschool Playgroup (Par/Ch Craft)	Family Lounge
	12:00 pm - 1:00 pm	Children's Choir (Perf:Rehearsal)	A&S 9
	12:00 pm - 1:00 pm	Quiet Lunchtime Crafting (Par/Ch Craft)	Youth U/ Family Point
	1:00 pm - 2:00 pm	Chainmail Bracelet: Box Chain Weave (Jewelry)	Teen University
	1:00 pm - 2:00 pm	Super Simple Weaving (Par/Ch Other)	Family Point
	1:00 pm - 2:00 pm	YouthU Weaving (Par/Ch Craft)	Youth University
	2:00 pm - 4:00 pm	Creating Asian Stab Binding Books (Crafts)	Teen University
	2:00 pm - 3:00 pm	Catapult Activity (Par/Ch Craft)	Family Point
	2:00 pm - 4:00 pm	Youth Armored Combat Battlefield Games (Combat:Y)	Youth Combat List
	2:30 pm - 4:00 pm	Make a Roman Amulet (Jewelry)	Youth University
	3:00 pm - 4:00 pm	Mancala Game Make and Take (Par/Ch Craft)	Family Point
	7:00 pm - 10:00 pm	Teen Lounge (Par/Teen)	Teen Lounge
SATURDAY, AUG. 1	8:30 am - 11:00 am	Youth Armored Combat Open Sparring (Combat:Y)	Youth Combat List
	9:00 am - 11:00 am	Toddler Playgroup (Par/Ch Other)	Family Lounge
	9:00 am - 11:00 am	Viking Bling! (Par/Ch Craft)	Family Point
	9:00 am - 10:00 am	Fabric Stamping (Crafts)	Youth University
	9:00 am - 2:00 pm	Youth Rapier Open Sparring (Combat:Y)	Youth Rapier List
	11:00 am - 12:00 pm	Children's Choir (Perf:Rehearsal)	A&S 9
	11:00 am - 12:00 pm	Cave Artisans Worldwide (Par/Ch Craft)	Family Point
	11:00 am - 1:00 pm	Silk Painting for Teens - Part II (Crafts)	Teen University
	11:00 am - 1:00 pm	Preschool Playgroup (Par/Ch Craft)	Family Lounge
	12:00 pm - 1:00 pm	Quiet Lunchtime Crafting (Par/Ch Craft)	Youth U/ Family Point
	1:00 pm - 2:00 pm	Pennsic Youth Choir (PA:Music)	A&S 9
	1:00 pm - 2:00 pm	Carving Viking Runestones (Par/Ch Craft)	Family Point
	1:00 pm - 2:30 pm	Intro to Spinning (Teen U) (Spinning)	Teen University
	1:30 pm - 2:30 pm	Fancy Medieval Rings (Jewelry)	Youth University
	2:00 pm - 3:30 pm	Painting Scrolls for Kids and Toddlers (Par/Ch Craft)	Family Point
	2:30 pm - 4:00 pm	Beginning Leatherworking (Crafts)	Teen University
	2:30 pm - 4:00 pm	Dragon Puppets (Crafts)	Youth University
	7:00 pm - 10:00 pm	Teen Lounge: LGBTQ+ Teen Night (Par/Teen)	Teen Lounge
SUNDAY, AUG. 2	8:30 am - 11:00 am	Youth Armored Combat Open Sparring (Combat:Y)	Youth Combat List
	9:00 am - 10:00 am	Youth Instrumental Consort Rehearsal (Perf:Rehearsal)	PARC
	9:00 am - 10:00 am	We Are Santa's Elves (Par/Ch Other)	A&S 3
	9:00 am - 10:00 am	Kid Garb Swap Meet (Par/Ch Other)	Family Lounge
	9:00 am - 10:30 am	Make an Anglo-Saxon Brooch or Pendant (Jewelry)	Youth University
	9:00 am - 2:00 pm	Youth Rapier Open Sparring (Combat:Y)	Youth Rapier List
	9:00 am - 10:00 am	Medieval Game Make and Take (Par/Ch Craft)	Family Point
	9:30 am - 11:00 am	Basic Embroidery (Embrdry)	Teen University
	10:00 am - 11:00 am	Roman Mosaics (Par/Ch Craft)	Family Point
	11:00 am - 12:00 pm	Sashiko for Teens (Par/Teen)	Teen University
	11:00 am - 12:00 pm	How to Teach Youth to Throw (Combat:TW)	TW Teaching Tent
	11:00 am - 1:00 pm	D&D: Defend Cooper's Lake! (Game)	Youth University
	11:00 am - 12:00 pm	Family Point Craft - TBA (Par/Ch Craft)	Family Point
	12:00 pm - 1:00 pm	Children's Choir (Perf:Rehearsal)	A&S 9
	12:00 pm - 2:00 pm	Orihon : Making Folding Books (Crafts)	Teen University
	12:00 pm - 1:00 pm	Quiet Lunchtime Crafting (Par/Ch Craft)	Family Point
	1:00 pm - 2:00 pm	Pennsic Youth Choir (PA:Rehearsal)	A&S 9
	1:00 pm - 4:00 pm	D&D: Help to Defend Cooper's Lake (Game)	Teen Lounge
	1:00 pm - 2:00 pm	Family Point Craft - TBA (Par/Ch Craft)	Family Point
	2:00 pm - 3:30 pm	Beginning Leatherworking (Crafts)	Teen University
	2:00 pm - 3:00 pm	Coloring Marginalia/Illuminations (Par/Ch Craft)	Family Point
	2:00 pm - 4:00 pm	Youth Armored Combat Marshal Collegium (Combat:Y)	Youth Combat List
	2:00 pm - 4:00 pm	Introduction to Chainmail (Jewelry)	Youth University

FAMILY ACTIVITIES SCHEDULE

SUNDAY, AUG. 2	3:00 pm - 4:00 pm	Pennsic Youth Theatre (PA:Theater)	Amphitheater
	3:00 pm - 4:00 pm	Paper Making (Par/Ch Fiber Arts)	Family Point
	4:00 pm - 5:00 pm	Youth Marshal Meet and Greet (Combat:Y)	Youth Combat List
	6:00 pm - 8:00 pm	Youth Armored Combat Night with Knights	Youth Combat List
	7:00 pm - 10:00 pm	Teen Lounge (Par/Teen)	Teen Lounge
MONDAY, AUG. 3	8:30 am - 11:00 am	Youth Armored Combat Open Sparring (Combat:Y)	Youth Combat List
	9:00 am - 10:00 am	Youth Instrumental Consort Rehearsal (Perf:Reh)	PARC
	9:00 am - 11:00 am	Beginning Embroidery with Shonna (Embrdry)	Teen University
	9:00 am - 11:00 am	Toddler Playgroup (Par/Ch Other)	Family Lounge
	9:00 am - 10:30 am	Make a Roman Amulet (Jewelry)	Youth University
	9:00 am - 10:00 am	Æthelmearc Day (Par/Ch Craft)	Family Point
	10:00 am - 11:00 am	Youth Rapier 101 (Combat:Y)	Youth Rapier List
	10:00 am - 11:00 am	Æthelmearc Day (Par/Ch Craft)	Family Point
	10:30 am - 12:00 pm	Mask-Making (Crafts)	Youth University
	11:00 am - 1:00 pm	Creating Asian Stab Binding Books (Crafts)	Teen University
	11:00 am - 1:00 pm	Preschool Playgroup (Par/Ch Craft)	Family Lounge
	11:00 am - 12:00 pm	Disengage and Blade Play for Youth (Combat:Y)	Youth Rapier List
	11:00 am - 12:00 pm	Æthelmearc Day (Par/Ch Craft)	Family Point
	12:00 pm - 1:00 pm	Children's Choir (Perf:Rehearsal)	A&S 9
	12:00 pm - 1:00 pm	Quiet Lunchtime Crafting (Par/Ch Craft)	Youth U/ Family Point
	12:00 pm - 2:00 pm	Youth Rapier Open Sparring (Combat:Y)	Youth Rapier List
	1:00 pm - 2:00 pm	Pennsic Youth Choir (PA:Music)	A&S 9
	1:00 pm - 2:30 pm	Childrens Safari Animal Shoot (Combat:Archery)	Blue Archery Field
	1:00 pm - 2:00 pm	Constellations and Crafts (Sci)	Youth University
	1:00 pm - 2:00 pm	Chainmail Bracelet: Helm's Chain Weave (Jewelry)	Teen University
	1:00 pm - 2:00 pm	Æthelmearc Day (Par/Ch Craft)	Family Point
	2:00 pm - 3:00 pm	Pennsic for Teens: How to Get Involved! (SCA)	Teen University
	2:00 pm - 3:00 pm	Catapult Activity (Par/Ch Craft)	Family Point
	2:00 pm - 4:00 pm	Æthelmearc Adult/Youth Tag Team Tournament	Youth Combat List
	2:00 pm - 4:00 pm	Making Mosaics (Glass)	Youth University
	3:00 pm - 4:00 pm	Pennsic Youth Theatre (PA:Theater)	Amphitheater
	3:00 pm - 4:00 pm	Pennsic on Pennies - Teen Edition (Costume)	Teen University
	3:00 pm - 4:00 pm	Paper making (Par/Ch Fiber)	Family Point
	5:00 pm - 7:00 pm	Æthelmearc Kids' Party (Par/Ch Other)	Æthelmearc Royal Camp
	6:00 pm - 7:30 pm	Youth Pole Arm Tourney (Combat:Y)	Youth Combat List
	6:30 pm - 8:30 pm	Youth Rapier Glow Saber Tourney (Combat:Y)	Youth Rapier List
	7:00 pm - 10:00 pm	Teen Lounge: Game Night (Par/Teen)	Teen Lounge
TUESDAY, AUG. 4	9:00 am - 10:00 am	Youth Instrumental Consort Rehearsal (Perf:Reh)	PARC
	9:00 am - 11:00 am	TEA 101 for Teens: "Tasty History of Tea" (Par/Tn)	Teen University
	9:00 am - 11:00 am	Midrealm Day (Par/Ch Craft)	Family Point
	10:00 am - 11:00 am	Midrealm Day (Par/Ch Craft)	Family Point
	10:30 am - 11:30 am	Known World Youth Rapier Tournament (Combat:Y)	Youth Rapier List
	11:00 am - 12:00 pm	Children's Choir (Perf:Reh)	A&S 9
	11:00 am - 12:00 pm	Intro to Armory (for Teens) (Herladry)	Teen University
	11:00 am - 12:00 pm	Midrealm Day (Par/Ch Craft)	Family Point
	11:30 am - 2:00 pm	Youth Rapier Open Sparring (Combat:Y)	Youth Rapier List
	12:00 pm - 1:00 pm	Eyeliner Fit for Egyptian Royalty (Psna)	Teen University
	12:00 pm - 4:00 pm	Knowne World Baronial Youth Champions' Tourney	Youth Combat List
	12:00 pm - 1:00 pm	Quiet Lunchtime Crafting (Par/Ch Craft)	Youth University / Family Pt
	1:00 pm - 2:00 pm	Pennsic Youth Choir (PA:Music)	A&S 9
	1:00 pm - 2:00 pm	Meet the Onion Flute (and the Kazoo Zoo)!	Youth University

*These schedules were generated on June 6. For the current list and detailed descriptions, go to Family Point or visit **Pennsicwar.org/THING**. You can search by event name, or filter by topic, date/time, or location.*

THING

FAMILY ACTIVITIES SCHEDULE

TUESDAY, AUG. 4	1:00 pm - 2:30 pm	German Brick-Stich "Reliquary Box" (Embrdry)	Teen University
	1:00 pm - 2:00 pm	Midrealm Day (Par/Ch Craft)	Family Point
	2:00 pm - 4:00 pm	Bead Animals (Crafts)	Youth University
	2:00 pm - 3:00 pm	Midrealm Day (Par/Ch Craft)	Family Point
	3:00 pm - 4:00 pm	Pennsic Youth Theatre (PA:Theatrer)	Amphitheater
	3:00 pm - 4:00 pm	Youth Axe-Throwing Instruction (Combat:TW)	TW Teaching Range
	3:00 pm - 4:00 pm	Steal Her Look: Dressing a 6th-C Kentish Woman	Teen University
	3:00 pm - 4:00 pm	Midrealm Day (Par/Ch Craft)	Family Point
	7:00 pm - 10:00 pm	Teen Lounge (Par/Teen)	Teen Lounge
WEDNESDAY, AUG. 5	8:30 am - 11:00 am	Youth Armored Combat Open Sparring (Combat:Y)	Youth Combat List
	9:00 am - 10:00 am	Youth Instrumental Consort Rehearsal (Perf:Reh)	PARC
	9:00 am - 10:00 am	We Are Santa's Elves (Par/Ch Other)	A&S 3
	9:00 am - 3:00 pm	**Family Point Closed**	Family Point
	9:00 am - 3:00 pm	**Family Point Closed**	Family Point Courtyard
	10:00 am - 3:00 pm	27th Annual Knowne World Children's Fête	Great Hall
	10:00 am - 11:00 am	Youth Recorder Session (Perf:Rehearsal)	A&S 9
	10:00 am - 12:00 pm	Youth Rapier Tournament of Defense (Combat:Y)	Youth Rapier List
	12:00 pm - 2:00 pm	Children's Water Battle: Set-Up (Par/Ch Other)	Fort
	12:00 pm - 1:00 pm	Children's Choir (Perf:Rehearsal)	A&S 9
	12:00 pm - 2:00 pm	Youth Rapier Day of Mêlées (Combat:Y)	Youth Rapier List
	1:00 pm - 2:00 pm	Pennsic Youth Choir (PA:Rehearsal)	A&S 9
	1:00 pm - 3:00 pm	Youth Thrown Weapons Tournament (Combat:TW)	TW Tournament Range
	2:00 pm - 3:00 pm	Children's Water Battle (Par/Ch Other)	Fort
	2:00 pm - 4:00 pm	Youth Armored Combat Battlefield Games	Youth Combat List
	3:00 pm - 4:00 pm	Children's Water Battle: Clean-Up (Par/Ch Other)	Fort
	3:00 pm - 4:00 pm	Pennsic Youth Theatre (PA:Theater)	Amphitheater
THURSDAY, AUG. 6	9:00 am - 10:00 am	Youth Instrumental Consort Rehearsal (Perf:Rehrsl)	PARC
	9:00 am - 11:00 am	Toddler Playgroup (Par/Ch Other)	Family Lounge
	9:00 am - 10:30 am	Make an Anglo-Saxon Brooch or Pendant (Jewelry)	Youth University
	9:00 am - 2:00 pm	Youth Rapier Open Sparring (Combat:Y)	Youth Rapier List
	9:00 am - 10:00 am	EK Day (Par/Ch Craft)	Family Point
	9:00 am - 11:00 am	Needlefelting for Teens (Crafts)	Teen University
	10:00 am - 11:00 am	Roman Mosaics (Par/Ch Craft)	Family Point
	10:30 am - 12:00 pm	Dragon Puppets (Crafts)	Youth University
	11:00 am - 12:00 pm	Children's Choir (PA:Rehearsal)	A&S 9
	11:00 am - 12:00 pm	Meet the Onion Flute (and the Kazoo Zoo) (PA:Music)	Teen University
	11:00 am - 1:00 pm	Preschool Playgroup (Par/Ch Craft)	Family Lounge
	11:00 am - 12:00 pm	EK Day (Par/Ch Craft)	Family Point
	11:00 am - 12:00 pm	Youth Armored Combat Castle Battle Inspections	Youth Combat List
	12:00 pm - 2:00 pm	Intro to All Things Scribal (For Teens)! (Scribal Arts)	Teen University
	12:00 pm - 4:00 pm	Youth Armored Combat Castle Battle (Comb:Y)	Fort
	12:00 pm - 1:00 pm	Quiet Lunchtime Crafting (Par/Ch Craft)	Youth U / Family Point
	2:00 pm - 3:00 pm	Thread-Woven Buttons for Teens (Costume)	Teen University
	2:00 pm - 3:00 pm	EK Day (Par/Ch Craft)	Family Point
	3:00 pm - 4:00 pm	Pennsic Youth Theatre (PA:Theater)	Amphitheater
	3:00 pm - 4:00 pm	EK Day (Par/Ch Craft)	Family Point
	6:00 pm onwards	Youth Instrumental Consort, Children's Choir,	Performing Arts Tent
		and Youth Choir (PA: Performances)	
FRIDAY, AUG. 7	3:00 pm - 4:00 pm	Pennsic Youth Theatre (PA:Theater)	Amphitheater
	4:00 pm - 5:00 pm	Youth Theatre Dress Rehearsal (Perf:Rehearsal)	Performing Arts Tent
	5:00 pm - 5:30 pm	Youth Theatre Performance (Perf:Theater)	Performing Arts Tent

ARTS & SCIENCES DISPLAY

Sunday, August 2, in the Great Hall
Open to the public from 1—5 pm

Pennsic 53 brings the annual display of the talents and knowledge of the Known World's Artisans and Craftspeople. The variety and scope of work are always a wondrous spectacle of artistic talents and scientific skills.

The display is not a competition. Bring your completed items, works-in-progress, research, and discussion material so that you may share, inspire, and enrich our Society. See what others in your field are working on, discover a new passion, make new contacts, and most importantly, have fun!

I look forward to seeing you and your projects,

Baroness Adele Lochlane
asdisplay@pennsicwar.org

HOURS

11:30 am	Artisans may set up their entries.
1 pm	The Display is open to the public.
5 pm	Break down displays.

- All objects/displays need to be removed by 5:30 pm.
- Please assist with the take down of tables to return the Great Hall to its empty state.
- Any display items left behind will be taken to Lost & Found.

REGISTRATION

Online registration is open until July 23, 2026.
Visit pennsicwar.org/AS for the link to the sign up form.

Registration is limited to 100 entrants. Space is assigned to those who pre-registered in the order they were received.

Registration at Pennsic may be possible, depending on how much table space is still available. Sign-up sheets are available at University Point through 3 pm, Saturday, August 1.

Please email Baroness Adele with any questions.

DISPLAY RULES

- The display space is divided by Kingdom, allowing the Royalty, Peers, and Populace to see the efforts of their Craftspeople more easily.
- Tables & folding chairs will be provided. You may bring your own chair for comfort.

The Youth A&S Display also takes place in the Great Hall at this time—details on page 64

- There is a limit of a 6-foot-wide space per person (not per item). If you wish to bring alternative display items (stand, additional table, etc,), let us know.
- If you have any special requirements of space, please describe it on your registration form, or contact asdisplay@pennsicwar.org.
- You are not required to be present with your items. If you can only attend for part of the day, please still bring your items to share. However, please have someone to watch your items when you cannot be there. We cannot watch all the items, and do not take responsibility for them.

A&S CONSULTATION TABLES

The A&S Consultation Service is a chance for artisans to voluntarily request feedback to help them improve in their art. The focus of this feedback can be on craftsmanship, research, historical understanding, and/or presentation. Even if you never plan to enter A&S competitions you can use this table as an opportunity for feedback. We strive to provide each artisan with the type of advice and feedback that they require for their individual journey in their chosen art, craft, or science.

Artisans: You have the option of requesting a consultation when you register for the display. Requesting a consultation in advance gives us a better opportunity to find a consultant with relevant experience. You may also request a consultation on the day of the A&S Display, after you have gone through the registration table. Consultations are entirely optional.

- We will visit you at your table to view your display and talk to you. We can also work with you on scheduling a specific time.
- We will aim to provide the sort of feedback that you need. Let us know if there is a specific type of advice you would like (e.g., developing your skills, expanding your research, showing your work to its best advantage, preparing to enter competition, etc.).
- You will not receive a score and there is nothing to win.
- You will have a chance to talk to experienced judges and walk through their thought process as they examine your entry.
- We will attempt to accommodate as many entries as possible.

Middle Eastern Arts

The Middle Eastern Arts Tent is on the Great Middle Highway, across from Runestone Park

We offer diverse Middle Eastern Classes, along with a number of Haflas (parties/get-togethers). These take place in various locations, including the Touch the Earth pavilion (near the Food Court), Bog U at E-19 down by the lake, and in the Middle Eastern Arts tent.

Come join us! Meet new people. Reunite with long time friends. Try something new! This is a safe space to rejuvenate, explore and have fun.

Teachers: you can still schedule classes; please visit University Point. Classes are scheduled on a first-come basis with considerations to the space restrictions.

Students: check the listings for Middle Eastern Arts class updates at **pennsicwar.org/THING**. Specify Location: Middle Eastern (tent) OR Topic: Middle Eastern.

HAFLAS - Live Music and Dancing! All musicians and dancers are invited:

Thursday, July 30	7 pm	Warm Up Hafla	(Middle Eastern Tent)
Saturday, August 1	7 pm	Li'l Hafla Down by the Lake	(Bog U)
Sunday, August 2	8 pm	Lord Carmine & Friends Hafla	(Middle Eastern Tent)
Tuesday, August 4	9 pm	Meridian Hafla	(Meridies Royal, N03)

Medieval Games

Located at the corner of Chandler's Road and St. Lawrence Way, next to the Dance Tent

We will be open the first Monday through the second Thursday. The tent opens daily at 10 am. Games and classes continue throughout the day, and the tent closes at 5 pm or whenever the last class is finished.

Please come visit us to learn and play a large variety of medieval board, card, and dice games. If you would like to volunteer to help run the Medieval Games tent, please stop by and talk with the staff.

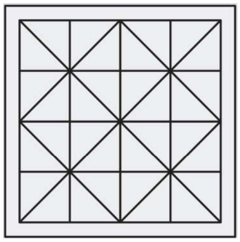
Classes held in the Medieval Games tent are scheduled through Pennsic University. Check the listings at **pennsicwar.org/THING** under Location: Games.

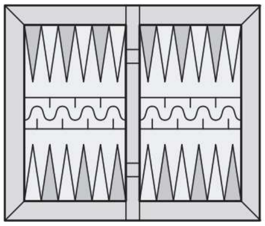
THING

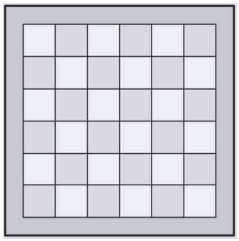
◊ This tent is for Medieval games only.

◊ A separate tent near The Watch is provided for modern games. The Modern Games tent is open 24 hours, and is not staffed.

◊ Games, including any live action role-playing type events, may be conducted anywhere on site in addition to official gaming locations **with the exception of** the upper areas of the Bathhouse, CLC business locations (e.g., Penn Market store), or any area which will otherwise disrupt or interfere with other attendees' activities.







EUROPEAN DANCE

Located at the corner of Chandler's Road and Dragon's Trace, across from the Great Hall

The European Dance Tent is a lovely place to spend time at Pennsic. There's ample shade, iced water, plentiful benches, a beautiful wooden floor, constant music, and dancing! You can join in the dancing or just come to watch.

Classes are taught all day, starting with youth-oriented classes in the morning, and straight through until dinnertime. Then we turn on the lights, set up the music stands, and revel far into the night. Everyone can learn to dance, and the more the merrier!

Classes and Dancing: search on Pennsicwar.org/THING (topic: Dance: European). Also check the main schedule in the Dance Tent, and the message boards daily for postings about balls, revels, and socials.

THING

Gender-Neutral Calling: Instructors who would like an aid to calling dances using a gender-neutral format can find colored sashes on the information table in the European Dance Tent to visually denote dance roles.

Musicians: Musicians are needed and are welcomed to play most nights at the European Dance tent. All skill levels of musicians and all acoustic instruments (period or modern) are welcome. Revels all have pick-up bands, except for those noted as "closed band" (The Contessa's Red and Gold Ball). Please stop by the Dance Tent for more information, including a schedule of activities that welcome dance musicians! Scan the second QR code to download music arrangements from the Pennsic Pile (Version 51, Rev A).

PENNSIC PILE

Revels and Socials

There will be dancing every evening in the Dance Tent, with themed balls, revels and merriments galore! See the list on the next page. We encourage you to come to the Beginners' Ball—all the dances will be taught, and no partner or experience is needed.

Ball Set Lists

These are the dance set lists that were available at press time. Additional set lists will be posted at the Dance Tent, and on Pennsicwar.org as the information becomes available.

Early Bird Ball—Friday, July 31

- Set 1: Black Alman, Half Hannigan, Petite Rose, Rufty Tufty
- Set 2: Horses Bransle, Fine Companion, Rostiboli Gioioso, Black Nag
- Set 3: Heralds in Love, Contra Passo-Chigi, Lord of Carnarvon's Jegg, Gathering Peascods
- Set 4: Hunt the Squirrel, Hyde Park, Hit & Miss, Trenchmore

Beginners' Ball—Sunday, August 2

- Set 1: Lorayne Alman, New Boe Peep, Sellinger's Round, Montarde Bransle, Jenny Pluck Pears
- Set 2: Gathering Peasecods, Washer Woman's Bransle, Black Alman, Rufty Tufty, Heart's Ease, Petit Vriens
- Set 3: Pease Bransle, Black Nag, Anello, Rostiboli Gioios, Upon A Summer's Day, Amoroso
- Set 4: Ly Bens Distonys, Hyde Park, Gelosia, Goddesses

Italian Revel—Monday, August 3

- **Set 1:** Amoroso, Geloxia, Petit Vriens, Contentezza, Leoncello, Lauro, Gioioso, Contrapasso
- **Set 2:** Pavane & Galliard, Gioioso, Villanella, Lauro, Gracca, Amoroso, Vita di Colino, Contrapasso
- **Set 3:** Petit Rose, Fiamma, Leoncello, Castellana, Voltati, Alta Regina, Contrapasso

Pennsic Grand Masked Commedia Ball—Wednesday, August 5

- **Set 1:** Black Allemande, Petit Vriens, Jenny Plucks Pears, Ballo del Fiore, Gelosia, New Bo Peep, Pinwheel Game
- **Set 2:** Madam Sosilia's Alman, Washerwoman's Bransle, Gracca Amoroso, Rostiboli, Gioioso, Amoroso, Heart's Ease, Rufty Tufty
- **Set 3:** Upon a Summer's Day, Horse's Bransle, Black Nag, La Montarde, Chiara Stella, Gathering Peascods, Bizzarria d'Amore

(Continued on next page)

European Dance – Schedule of Balls and Revels

in the Dance Tent, unless otherwise noted

Monday, July 27—Wednesday, July 29,	9 pm: Open dancing and open band
Thursday, July 30	9 pm: Open dancing and open band. The musicians will choose the dances
Friday, July 31	9 pm: **Early Bird Ball.** Host: Baroness Gwenllyen the Minstrel
Saturday, August 1	9 pm: **The Contessa's Red & Gold Ball** (closed band). Host: Countess Judith de Northumbria
Sunday, August 2	8 pm: **Beginners' Ball.** Host: Magistra Sonya Flicker called Patches
Monday, August 3	9 pm: **Italian Revel.** Host: Mistress Rebecca da Firenze
Tuesday, August 4	8 pm: Dancing in preparation for the Blue Feather Ball. Open band 9 pm: **Clan Blue Feather Ball & Fashion Cotillion** — in the Great Hall
Wednesday, August 5	9 pm: **Grand Masked Commedia Ball.** Host: Avelina del Dolce
Thursday, August 6	10 am—Noon: **All Ages Revel.** Host: Mistress Rebecca da Firenze 9 pm: Open dancing by request

Performing Arts

We are excited to bring you a Pennsic with:

- Amazing, talented, new, and returning performers – Actors, Musicians, Bards, and more!
- A plethora of classes and events in Theater, Commedia, Foolery, European Music, Storytelling, Choirs, Instrumental Ensembles, various Bardic forms, Dancing, Celebrations, and so much more.
- The "Mayor's Concert Series," featuring additional music performances at the Amphitheater.

Locations — There are two dedicated performance venues:

The Three Crowns Stage (aka Performing Arts Tent) is located in Pennsic University (block N04), near the corner of Kurdson Way and Chandler's Road. It has facilities for performers, including a stage, lighting, and backstage area, as well as a generous audience seating area under a fully covered tent.

The Amphitheater is an open-air venue for daylight and early evening performances, located behind the Bathhouse, across from the camp store. Bring your own chair or a blanket for seating on the green. There are three entrances: from the Great Middle Highway (across from Midrealm Royal); from the Low Road behind the Bathhouse (walk past the shower entrance); and a slightly flatter path farther down the hill beyond the merchants by the large willow tree.

Additional locations: Performances and performing arts classes can also be found at Tent 9, the Loud tent, PARC (PA Rehearsal and Class Tent) and some private or alternate locations as noted in pennsicwar.org/THING. For tent locations, see the maps on pages 42 and 76.

Attendees: The Pennsic University Staff and Performing Arts staff kindly request:

- Do not block the paths to the University Tents while viewing performances
- Do not remove chairs from surrounding class tents to view a performance
- Get to performances early or bring your own chairs as seating may be limited at venues
- Smokers - please step at least 20 feet away from any tent and be considerate of the wind
- Dispose of litter in lined trash cans around the Commons
- For performers' safety, no flash photography
- Do not place video cameras on, behind, or around the staff light table
- Do not post pictures of Minors

We thank you for your consideration!

Schedule of Performances (as of June 7, see page 74)

Changes to the schedule are listed daily at the Performing Arts space, or check on **pennsicwar.org/THING**. You can also use Thing to build a personalized schedule of performances and classes. Create an account and search by Location, Location Group, or Topic, then use the "Add" button to add events to your schedule.

THING

Volunteers Needed!

Performing Arts Set-up – Monday through Wednesday of Peace Week, we build the stage, hang curtains, rig house and backstage lights, and set up the chairs. This starts at about 9 am each day and continues until we are done. Come help us make the tent into a theater worthy of the name! Bring your cordless drills. We also set up the Performing Arts Rehearsal Tent and work on special projects. Individual classes and performances are responsible for their personal set up and break down.

Tent Openers/Closers – Most activities at the Performing Arts Tent begin around 8 am and end after the final show of the evening. We need help each morning around 8 am to help open up our walls. If you are an early riser and your camp is not, have we got a job for you! Are you a night owl instead? Help us drop walls, straighten chairs, and clear the tent at the end of the night after the final performance, often around 11 pm.

Water Bearing – The Performing Arts Tent has two water coolers for the convenience of performers and audiences. These often need to be filled twice every day. If you want to volunteer and only have 10-15 minutes to do so, we can use your help.

Light Table Helper / Usher– Sit at the light board table during shows, assist in bringing up stage lights and house lights as needed, help communications run smoothly between front of house and backstage, assist patrons in finding seats, and announce shows as needed. Split shifts are available. You have the best seats in the house!

Performing Arts Strike – Friday night of War week, after the final scheduled performance, we break down and store everything. Again, bring your cordless drills. Friday afternoon we also break down the Amphitheater and the Performing Arts Rehearsal & Class Tent.

To volunteer, please visit University Point for more information and the signup sheets; or contact the Dean of Performing Arts, Mika, at performingarts@pennsicwar.org.

Performers

Thank you to all performers, event organizers, and teachers for volunteering to share your talents and passion for the performing arts with the Pennsic populace. A reminder that we do expect volunteer time from those who use the "Three Crowns" Stage, this can be anything from set up to tear down or the PA tent grounds.

We are still accepting performance requests, in case of any late or emergency cancellations. Before Pennsic: contact performingarts@ pennsicwar.org for more information. Space is on a first-come, first-scheduled basis and can be limited as time goes on. During Pennsic, come to the Performing Arts tent on University Row (N04) during "office hours" to schedule a performance. Prior to Pennsic, use Thing (pennsicwar.org/THING) to submit your requests for performances, events, rehearsals, and/or auditions in the Performing Arts Tent, PARC (Rehearsal and Class Tent) or the Amphitheater.

Performance Styles

We encourage a wide variety of performances and events, but they should be consistent with the time period and the interests of the Society for Creative Anachronism – specifically the Medieval and Renaissance periods and the peoples and cultures those periods encompass. The exceptions are those performances which reflect specific aspects of our Society – its background, history, culture and traditions. Be creative, but keep it within the spirit and genre of the event.

Performances that are blatantly modern in subject matter, music, costuming, scenery, and instrumentation are not appropriate for performance at the Pennsic War.

The Performing Arts Spaces are subject to the Pennsic University Tent Use Policies (at University point or Pennsicwar.org)

Only performances, events, rehearsals, and classes officially registered/scheduled with Pennsic Performing Arts and following the rules and regulations may use the spaces.

PERFORMANCE SCHEDULE

This schedule is from June 7 and is subject to change. Check at Info Point, 3 Crowns Stage or on pennsicwar.org/THING for updates.

The MAYOR'S CONCERT SERIES performances will take place at the Amphitheater at lunchtime and evenings

WEDNESDAY, JULY 29	2:00 pm - 3:00 pm	Story Time with Tempus A & S 13
ÆTHELMEARC FIRE PIT (N04)	6:00 pm - 8:00 pm	Sir Haakon and Viscount Eleanor's Annual Bardic
THURSDAY, JULY 30	7:00 pm - 8:30 pm	i Verdi Confusi: Peace Week Follies (AMPHITHEATER)
FRIDAY, JULY 31	7:30 pm - 8:30 pm	The Pennsic Mightier: Improv Comedy Show (3 CROWNS STAGE)
SATURDAY, AUGUST 1 3 CROWNS STAGE (Performing Arts Tent)	5:30 pm - 7:00 pm	A Pack of Hounds
	7:00 pm - 8:00 pm	Duke Moonwulf's Annual Pennsic War Concert
	8:00 pm - 9:00 pm	In a Fool's Garden with John Inchingham
	9:00 pm - 10:30 pm	i Verdi Confusi : Players' Patchwork Theatre (Commedia)
MIDREALM ROYAL (W01)	9:00 pm - 11:00 pm	East/Midrealm Bardic Showcase
SUNDAY, AUGUST 2 3 CROWNS STAGE	2:00 pm - 4:00 pm	Middle Eastern and World Dance Expo
	5:30 pm - 6:00 pm	"The New Sultan" (Ottoman shadow puppet play)
	6:30 pm - 8:00 pm	Thorve and Friends
	8:00 pm - 9:00 pm	Concert: Tuppence: Folk and Historical Music
	9:00 pm - 10:00 pm	il Titolo Provvisorio (Commedia)
MONDAY, AUGUST 3 3 CROWNS STAGE	1:00 pm - 2:00 pm	14th Annual Depressing Song Competition
	5:30 pm - 6:00 pm	"The New Sultan"
	6:00 pm - 7:00 pm	A Concert of Thomas Morley Canzonets
	7:00 pm - 7:30 pm	The Debatable Choir
	7:30 pm - 8:30 pm	All In: Tales of Risk
	8:30 pm - 9:30 pm	The Foxy Bard and Friends
	9:30 pm - 11:00 pm	i Genesii (Commedia)
AMPHITHEATER	7:00 pm - 9:00 pm	Whose Line Doth It Be (Improv Comedy)
TUESDAY, AUGUST 4 3 CROWNS STAGE	1:00 pm - 3:00 pm	European Music Expo
	3:00 pm - 5:00 pm	PA Afternoon Series :Known World Harp Celebration
	5:00 pm - 6:00 pm	Der Chor Consort
	6:00 pm - 7:00 pm	Songs and Stories with Old Tom
	7:00 pm - 8:00 pm	Surreptitious Whiskey
	8:00 pm - 9:30 pm	Not Your Typical Atlantian Thug Concert
	9:30 pm - 11:00 pm	Efenwealt and Aenor in Concert
AMPHITHEATER	6:00 pm - 7:30 pm	I Sebastiani and Friends Performance (Commedia)
WEDNESDAY, AUGUST 5 3 CROWNS STAGE	5:00 pm - 5:30 pm	Poems and Stories (Master Cariadoc)
	6:00 pm - 7:00 pm	Otterly Ridiculous: Hilla Stormbringer I Concert
	7:00 pm - 9:00 pm	John Inchingham, Cerian Cantwr, & House Sans Nomen
AMPHITHEATER	6:00 pm - 7:30 pm	i Verdi Confusi: War Week Follies (Commedia)
THURSDAY, AUGUST 6 3 CROWNS STAGE	5:30 pm - 6:30 pm	"The New Sultan"
	6:00 pm - 8:00 pm	Known World Choir and Instrumental Ensemble Concert
	8:00 pm - 9:00 pm	Ruaidhri's Stories
	9:00 pm - 10:30 pm	Commedia All Stars Show
AMPHITHEATER	4:30 pm - 5:30 pm	Iron Commedia—Performance
ÆTHELMEARC ROYAL (N04)	9:00 pm - 11:00 pm	Æthelmearc Bardic Circle
FRIDAY, AUGUST 7 3 CROWNS STAGE	5:00 pm - 5:30 pm	Youth Theater Performance
	8:00 pm - 10:00 pm	Known World Players: Twelfth Night

KNOWN WORLD CHOIRS

For nearly 40 years, singers from around the Known World have gathered at Pennsic to learn and perform Medieval and Renaissance choral music at the War. There are four Choirs, each with its own director.

The Pennsic Choir is for anyone able to attend a 2-hour daily rehearsal and sing moderately complex choral music. There is no audition, and participants do not need to know how to sight-sing. To join the Choir, see the director at a rehearsal, or inquire at University Point. Rehearsals at the PARC (Performing Arts Rehearsal and Classroom tent), 10 am—12 pm, Thursday, July 30 to Wednesday, August 5. Dress Rehearsal at 12:30 pm on August 6. Director: Mistress Arianna of Wynthrope.

The Pennsic Youth Choir is for youths ages 12—19 who can attend a one-hour daily rehearsal. They perform rounds and part-songs in 2 or 3 parts. Rehearsals are in University Tent #9 (map on page 76), 1—2 pm Saturday, August 1 to Wednesday, August 5. Dress Rehearsal at noon on August 6. Director: Lord Giuseppe Mangiacavallo di Luna.

The Pennsic Children's Choir is for children 13 and younger. Those under 12 must have a parent or other responsible adult (not the choir director) with them at all times. 45-minute rehearsals in University Tent #9 (see map on page 76) at 11 am on July 30, August 1, 4, & 6, and at 12 pm on July 31, August 2, 3, & 5. Dress Rehearsal at noon on August 6. Director: Pia Malatesta di Rimini.

The directors of the Youth and Children's Choirs and the Youth Instrumental Consort have SCA background checks as required by Corpora.

Chorulus Pennsicus is an audition-based choir of 12 to 20 voices. They perform more challenging works in a small group format. Rehearsals are held from 4:15—5:30 pm from Saturday, August 1 to Wednesday, August 5, in a private camp on the Serengeti. Dress Rehearsal at 12:30 pm on August 6. Director: TH Lady Siri Toivosdotter

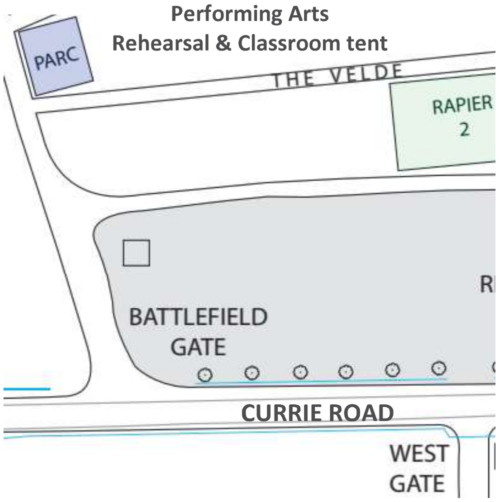
Auditions for next year's Chorulus Pennsicus will be held at 5:30 pm on Sunday, August 2, in Camp Lochmere (N18, near the North Gate). Visit KnownWorldChoirs.org for details about auditioning after Pennsic.

For detailed information on the Choirs, with directors' contact information, downloadable sheet music and audio files, visit **KnownWorldChoirs.org**. The "Pennsic Known World Choir" Facebook page will also have information.

Concert on Thursday, August 6

at the Three Crowns Stage, starting at 6 pm
(Performing Arts Tent in Pennsic University)

The order of appearance is:
KW Recorder Ensemble, Youth Instrumental Consort, KW Brass Choir, Children's Choir, Youth Choir, Chorulus Pennsicus, Pennsic Choir



KW RECORDER ENSEMBLE

Players of intermediate and above abilities, ages 12 and up are welcome, Rehearsals are at the PARC, 3—4:30 pm, from Sunday, August 2 to Wednesday, August 5. A limited number of soprano and alto recorders are available for loan. If you play more than one instrument, bring them all. Bring a music stand if you have one; some loaners are available. Sheet music is $2 (bring a black 1/2" binder), or download from the Facebook group "Known World Recorder Ensemble." Director: THL Siri Toivosdotter.

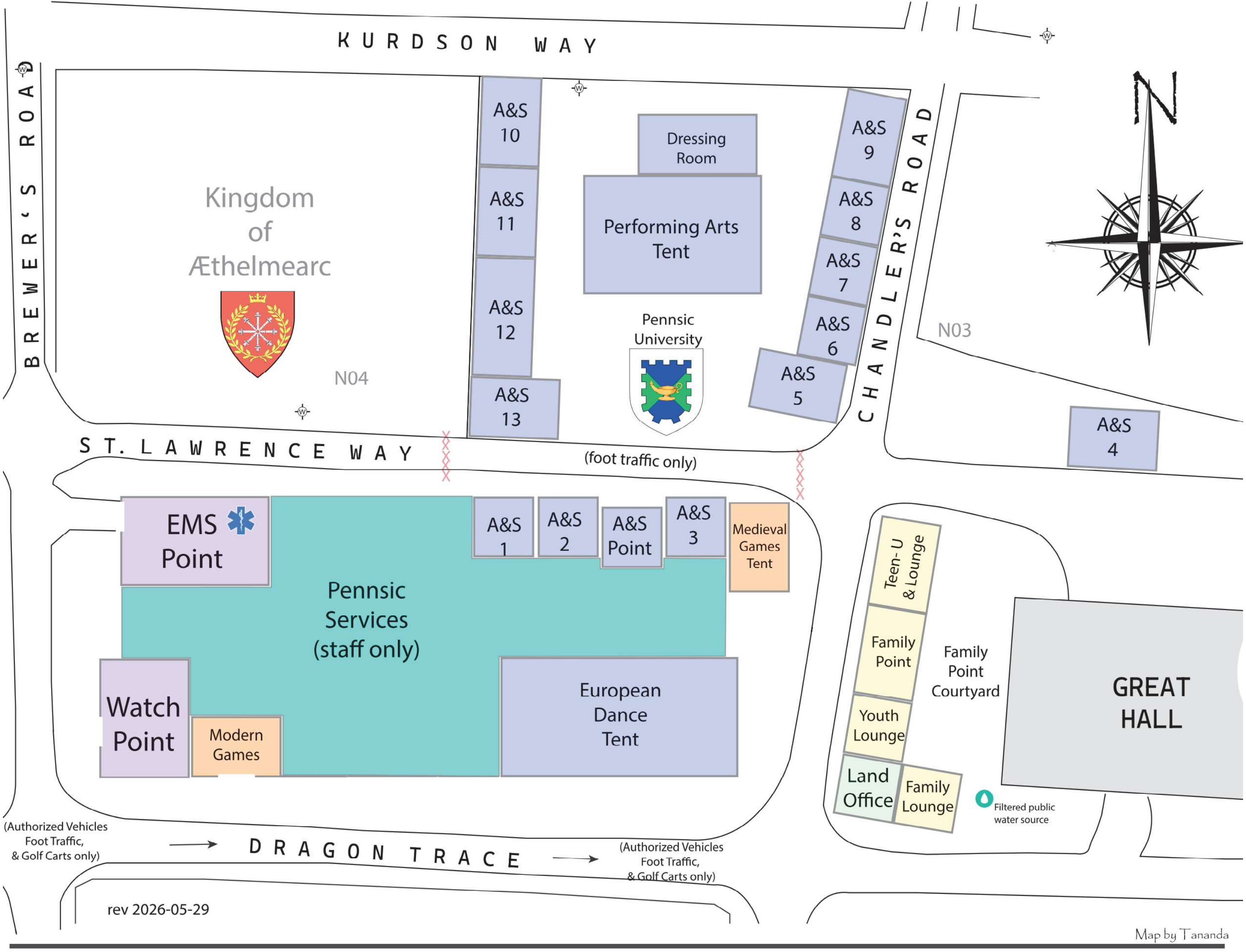
YOUTH INSTRUMENTAL CONSORT

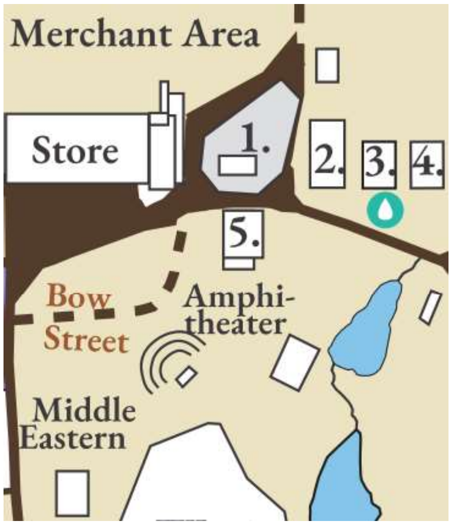
Open to tbose age 11—19 who play acoustic instruments and can read music for their instrument. Rehearsals at the PARC , 9—9:45 am from Sunday, August 2 to Thursday, August 6. Director: Lady Tangwystl verch Gruffydd.

KNOWN WORLD BRASS CHOIR

For players of cornetti, sackbuts, lysarden and serpents (modern trombones and trumpets are also welcome). Bring a chair, a stand, paper clips and a pencil. Rehearsals in the Loud tent (SE corner of battlefield map; see p. 42) at 12:30 pm on July 30, August 1, 3, & 5 . A limited number of music packets are available for $2.

Pennsic University and Pennsic Service tents


KURDSON WAY
BREWER'S ROAD
Kingdom of Æthelmearc
N04
A&S 10
A&S 11
A&S 12
A&S 13
Dressing Room
Performing Arts Tent
Pennsic University
A&S 9
A&S 8
A&S 7
A&S 6
A&S 5
CHANDLER'S ROAD
N03
A&S 4
ST. LAWRENCE WAY
(foot traffic only)
EMS Point
Pennsic Services (staff only)
A&S 1
A&S 2
A&S Point
A&S 3
Medieval Games Tent
Watch Point
Modern Games
European Dance Tent
Teen-U & Lounge
Family Point
Family Point Courtyard
Youth Lounge
Land Office
Family Lounge
GREAT HALL
Filtered public water source
(Authorized Vehicles Foot Traffic, & Golf Carts only)
DRAGON TRACE
(Authorized Vehicles Foot Traffic, & Golf Carts only)
rev 2026-05-29
Map by Tananda


Merchant Area
Store
1.
2.
3.
4.
5.
Bow Street
Amphi-theater
Middle Eastern

Services in and around Town Hall

(see key below)

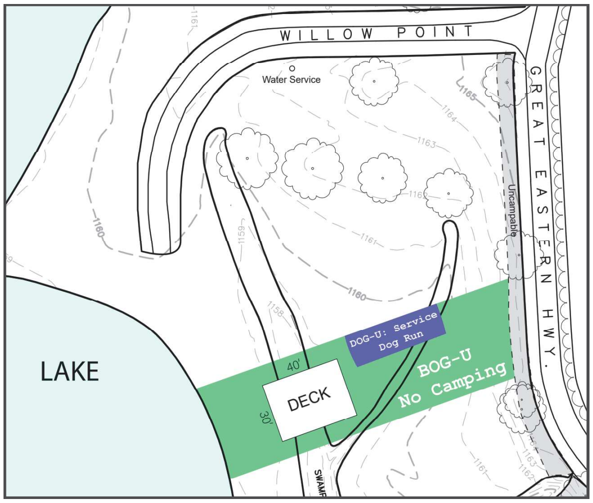
#1: TOWN HALL TENT: Info Point, Accessibility Assistance, Newcomers' Point, Town Criers

#2: Playground

#3: **Pennsic University “Downtown Campus” Class Tent**

#4: Heralds' Point Tent

#5: Bathhouse (Flush toilets, Showers, Laundry)


WILLOW POINT
Water Service
GREAT EASTERN HWY.
Uncampable
LAKE
DECK
40'
30'
DOG-U: Service Dog Run
BOG-U No Camping

“Bog U” Class Tent

Block E19

PENNSIC UNIVERSITY

Located on St. Lawrence Way, off Chandler's Road (east end of block N04)
Open Tuesday, July 28 to Thursday, August 6

"In learning you will teach, and in teaching you will learn." — Phil Collins

Welcome to Pennsic University! We have a lot of new teachers and classes this year as well as familiar favorites. There are many new improvements to Thing to help you find classes to fit your interests. We also have a new **Downtown Campus** tent located across from the Bathhouse, next to the playground. We owe a big thank you to the people that made it happen. Pennsic University is only made possible by the dedication and talents of every one of our instructors who volunteer their time and expertise to inspire and teach. We wouldn't be able to do what we do without you!

We would also like to take this opportunity to thank the Pennsic University staff:

Lead Developer for Thing 2.0:	Lord John Cholemondesleye
Thing 2.0 Project Manager:	Master Alan Fairfax
Development Team:	Lady Tangwystl verch Gruffydd and Master Gregory Blount
Thing Whisperer:	Mistress Artemesia Lacebrayder
Proofreaders:	Mistresses Alys-Katherine and Catherine-Aimé
University Registrar:	Mistress Gwynnyd of York
Deputy Registrar	
(and for this year) University Point Manager:	Mistress Angharad ferch Tangwystl

Mistress Ciara McRobbie, Pennsic University Chancellor
Mistress Scholastica Joycors, Pennsic University Deputy Chancellor

Class Schedule

- The class grids and descriptions in this book include everything registered up to June 6, 2026.
- Complete class information can always be found online at pennsicwar.org/THING. Create an account to log in and search for activities by day, time, location, or topic. Add classes to build a personalized schedule of events.
- University Point and Information Point will also have a daily list of **changes, new classes and cancellations.**

Teachers—Important Information

- Want to teach a class? Come to University Point (opposite St. Lily's Commons) and schedule a class.
- Already a teacher? Please check in at University Point to get your teacher "thank you" token.
- If you are teaching in a private camp or merchant booth, please be sure we know your merchant space number or the block your camp is located in when you check in.
- University Point is open July 28 to August 6 from 9 am—4:30 pm.

Students—Important Information

- There is no charge to attend Pennsic classes and nothing should be sold unless the class takes place in a registered Merchant booth. Classes may have handout and/or materials fees, but you may audit any class you wish without cost. Handouts and materials kits should be provided at cost. Come to University Point if you suspect an infraction of this policy.
- There are no signup lists permitted for any class.
- Class materials are provided on a first-come/first-served basis.
- Please use an empty tent to wait for a class to start.

Minors and Classes

- Per University Policy, ANY minor (under 18) attending class in a Private Camp must have a parent or legal guardian with them for the duration of the class.
- In the "regular" University Tents, minors under 12 must have a parent or legal guardian within direct eyesight for the duration of the class - except in YouthU and TeenU classes.
- Minors are NEVER permitted to attend any classes marked as "Adults Only."

Tuesday, July 28 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
A&S 1			Cooking from Period Sources *(Cook)*		A Few Badass Female Poets of the Middle Ages *(Rsrch)*
A&S 2		Pennsic Without a Cooler *(Cook)*	Easy Banner Making Using Appliqué *(Hldry)*		
A&S 3					
A&S 4	TEA 101: A Tasty History of Tea *(Hist:Asia)*				
A&S 5		Commonplace Books Past and Present *(Rsrch)*	From K-Drama to Table *(Cook)*	Sadomasochism in Religious Art - CCt *(Hist:Eur)*	
A&S 6					
A&S 7		Elevation: From Vigil to Ceremony *(SCA)*			The Kitchen Dance *(Cook)*
A&S 8					
A&S 9			Ottoman Music from the Time of Playford *(PA:M)*		Bardic Master Class *(PA:B)* **(2 hours)**
A&S 10		Trapezoidal Pouch Class *(Crafts)*			
A&S 11			*Hurlbats* in History and the SCA *(Comb:TW)*		
A&S 12		What to Do Before the Chatelaine Arrives *(SCA)*			Making 3-Strand Tent Ropes *(Cord)*
A&S 13		Modern Media & the SCA: Making Them Work Together *(SCA)*	The Tournament as a Spectator Sport *(Hist:Eur)*	Silverwing's "Laws": The Dream We Share *(SCA)*	
Bog U					
University-Battlefield					
Battlefield Loud		*Janissary* Music Class *(PA:M)*			
Performing Arts Rehearsal					
Amphitheater	The Pennsic Mightier: Improv Workshop (Short Form) *(PA:T)*				The Pennsic Mightier: Improv Workshop (Long Form) *(PA:T)* **(2 hours)**
European Dance Tent	*Amoroso* and Variations *(Dance:Eur)*	Uncommon Bransles *(Dance:Eur)*	*Leoncello* and Variations *(Dance:Eur)*	Simple English Country Dance *(Dance:Eur)*	Hope Springs Eternal: *Spero* *(Dance:Eur)*
Games		*Alquerque* *(Game)*		*Hnefltafl* *(Game)*	
Middle Eastern	QiGong *(H&S)*	Tai Chi for Beginners *(Mrtl)*	Very Basic Belly Dancing *(Dance:ME)*		

Tuesday, July 28 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
Downtown Campus		The Viborg Shirt Seams (11th-C Danish *Skyrta*) *(Costume)*			
Pine Box Traders					
Æthelmearc 1				Adding Whimsy: Getting Marginalia On More Scrolls! *(Illum)*	
Æthelmearc 2					Goldleafing Made Easy *(Illum)* **(2 hours)**
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University					Fingerloop Braiding *(Par/Ch Fib)*
Teen University					
Teen Lounge					

Tuesday, July 28 ~ Additional Morning Classes

Dance:ME: Belly Dance for *Every* Body, Middle Eastern at 7 AM

H&S: Yoga for All!, European Dance Tent at 7:30 AM, 1.5 hours

Crafts: *Ebru* : Turkish Art of Marbling, Griffin's Hoard - merchants at 9 AM, 2 hours

Glass: Glass and Fire 101, Caravan Creations Artisans Studio at 9 AM, 2 hours

Par/Ch Crft: Welcome to War Craft Time, Family Point at 9 AM, 3 hours

Wood: An Introduction to Woodcarving, Hus Faerhaga: N8 at 9 AM, 2 hours

Cook: Building a Camp Bread Oven, The Camp of the Three Bears: N17 along Battle Road at 9 AM, 2 hours

Sci: A Survey of the King's Bounty, University Point 2 at 9:30 AM, 12 hours

Metal: Viking/Anglo-Saxon Metal Stamping &/or Tool Making, Ansteorra Royal - Haraldr's Workshop 2 at 9:30 AM, 6 hours

Sci: Weed Walk, University Point at 10 AM, 2 hours

Other: East Kingdom Royal Set-up, East Kingdom Royal Hall at 10 AM, 3 hours

Costume: Cosmetics of Ancient Iran, Cosmetica Obscura - Space 087 at 10 AM

Crafts: Crafters' Green at Midrealm Royal, Midrealm Royal at 11 AM, 4 hours

Par/Ch Oth: Family Point Volunteer Interest Session, Family Lounge at 11 AM

Weav: Twined Bag/Pouch Make and Take, Holt Herotus W01 at 11 AM

Costume: Intro to Mongol Culture and Clothing, Black Mountain, Booth 86 at 11:30 AM, 1.5 hours

Metal: Beginning Blacksmithing, Irontree Works, Merchant Area, booth 169 at 1 PM, 2.5 hours

Glass: Beginner Glass Stringers and Twists, Caravan Creations Artisans Studio at 1 PM, 2 hours

Par/Ch Crft: Carving Viking Runestones, Family Point at 1 PM

Glass: Roman Glassblowing Demonstration, Historical Glassworks at 1 PM

Tuesday, July 28 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
A&S 1	Making Wire-Wrapped Rings *(Jwlry)*				
A&S 2					
A&S 3					
A&S 4					Pennsic Glass Challenge *(Glass)* **(3 hours)**
A&S 5	All Thumbs Guide to Handsewing for Beginners *(Ebrdry)*				
A&S 6					
A&S 7					
A&S 8					
A&S 9	Bardic Master Class *(PA:B)* **(2 hours)**				
A&S 10					
A&S 11					
A&S 12					
A&S 13					
Bog U					
University-Battlefield					
Battlefield Loud					
Performing Arts Rehearsal					
Amphitheater	The Pennsic Mightier: Improv Workshop (Long Form) *(PA:T)* **(2 hours)**				
European Dance Tent	A Flirty Foursome: *Legiadra* *(Dance:Eur)*	Low, Slow and Flirtatious for Three: *Pelligrina* *(Dance:Eur)*	Faroese Chain Dance *(Dance:Eur)*	The *Canary*: Simple or Fancy *(Dance:Eur)*	Intermediate 15th C Italian *Vita di Cholino* *(Dance:Eur)*
Games	Period Card Games: *Noddy* *(Game)*		*Senat* *(Game)*		
Middle Eastern					

Tuesday, July 28 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
Downtown Campus					
Pine Box Traders					
Æthelmearc 1	Tracing is Period *(Scribal Arts)*	Ask a Scribe *(Callig)*	Open Scribal Time *(Illum)*		
Æthelmearc 2	Goldleafing Made Easy *(Illum)* **(2 hours)**	*Cloudwork* : Lacquer Deco. of the W. Han Dynasty *(Illum)*	Calligraphy: Inside, Outside, and In Between *(Scribal Arts)*		
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University	YouthU Viking Bling *(Par/Ch Crft)*				
Teen University					
Teen Lounge					

Tuesday, July 28 ~ Additional Afternoon Classes

Par/Ch Crft: Viking Bling!, Family Point at 2 PM, 2 hours

Spin: Retting Flax at Pennsic, Fiber Arts Pavillion - Atlantean Royal at 2 PM

Crafts: Goldwork Brocade Tablet Weaving, Fiber Arts Pavillion - Atlantean Royal at 3 PM, 2 hours

Glass: Medieval Glassblowing Demonstration, Historical Glassworks at 3 PM

Mtg: 12-Step Meeting, Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign at 4 PM

Costume: Bathing Beauty in 1256 AD, Cosmetica Obscura - Space 087 at 4 PM

Glass: Making Glass Chains, Caravan Creations Artisans Studio at 6 PM, 2 hours

Event: Unbardic Circle, Midrealm Royal at 8:30 PM, 2 hours

Dance:Eur: Open Dancing, European Dance Tent at 9 PM, 3 hours

Wednesday, July 29 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
A&S 1	Votive Offerings: Symbolic Gifts for the Gods *(Hist:AME)*	Bring Out Your Looms! *(Weav)*		What's in Your Roman Pantry? *(Food)*	Who's on First? *(Hldry)*
A&S 2		I Have Heraldry! Now What? *(Hldry)*	How to Harvest from a Hive *(Sci)*		
A&S 3	Safely Foraging Local Mushrooms *(Sci)*				
A&S 4			Nigel's Fire Starting Class *(Hist:Eur)*	Make an Atlatl Dart *(Crafts)*	
A&S 5	Skjoldehamn Belt *(Costume)*	Miraculous, Mysterious, Medieval Theatre *(Hist:Eur)*		*The Island Princess* and English Colonial Fantasy *(Rsrch)*	Drop Spinning 101 *(Spin)* **(2 hours)**
A&S 6		Yes, We Have Vowels: A Brief Introduction to Welsh *(Psna)*			Alliterative Verse *(PA:B)*
A&S 7		10 Things to Know about Eleanor of Aquitaine *(Hist:Eur)*		How Bananas Changed the World *(Hist:AME)*	10 Things to Know About Medieval Books of Hours *(Scribal Arts)* **(1.5 hours)**
A&S 8		Making Parchment Easy *(Crafts)*	Be as the Bees: The Role of Religion *(Rsrch)*	Sign Language for Bards and Performers *(PA:O)*	
A&S 9		Tarot Cards Against Humanity *(PA:O)*	Norse Poetry Overview *(PA:B)*	Writing Period-Style Ballads *(PA:M)*	Period Bardic Tales - Know Them and Write Them *(PA:B)*
A&S 10		Wood Block Stamping and Stenciling on Fabric *(Crafts)*			How to Carve a Viking Duck *(Wood)*
A&S 11		Analog Bags for the Modern Medievalist *(SCA)*	The Weapon Commands Its Use *(Comb:H)*		
A&S 12		Opening Up a Can of Worms: Research in the SCA *(Rsrch)*	Wait, Pennsic Has a Mentorship Program? *(SCA)*		How Pennsic Works *(SCA)*
A&S 13	Logboats in the Middle Ages *(Hist:Eur)*	*An Oresteia* : Power and Polity in Ancient Greece *(Hist:Eur)*	Evidence-Based Viking Male Clothing *(Costume)*	Help Me, Tempus, You're My Only Hope! *(Costume)*	
Bog U				Safely Foraging Local Mushrooms *(Sci)*	
University-Battlefield					
Battlefield Loud		*Janissary* Music Class *(PA:M)*			Late-Period Rounds *(PA:M)*
Performing Arts Rehearsal					Owain Phyfe's Music: Songs that Inspired Him, Pt 2 *(PA:M)* **(1.5 hours)**
Amphitheater	The Pennsic Mightier: Improv Workshop (Short Form) *(PA:T)*		Mayor's Stage Music Series - Daytime Series *(Perf:Mus)*		The Pennsic Mightier: Improv Workshop (Long Form) *(PA:T)* **(2 hours)**
European Dance Tent		All Ages Dance: *Italian Chaos (Dance:Eur)*	Italian Trios Side-by-Side *(Dance:Eur)*	More English Country Dances *(Dance:Eur)*	Italian Trios in a Column *(Dance:Eur)*
Games		Aluette *(Game)*		*Poch (Game)*	
Middle Eastern	QiGong *(H&S)*	Tai Chi for Beginners *(Mrtl)*	Introduction to Cued-Format Bellydance *(Dance:ME)*		Bellydance Crash Course - Part 1 *(Dance:ME)*

Wednesday, July 29 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
Downtown Campus		Overview: The Bara Method from *The Modern Maker* *(Costume)*		Being Your Persona *(Psna)*	
Pine Box Traders			Kumihimo Basics *(Cord)*		Inkle Weaving Basics *(Weav)*
Æthelmearc 1	Using an Ames Lettering Guide *(Callig)*	Screaming Snails: Doodling Marginalia Decorations *(Illum)*		Wordsmithing Scrolls to Sound More Period *(Scribal Arts)*	Very Basic Illumination *(Illum)* **(2 hours)**
Æthelmearc 2		A New Way to Draw and Discovering Drawing Intro *(Scribal*	A New Way to Draw: Using Shapes *(Scribal Arts)*	A New Way to Draw: Sighting *(Scribal Arts)*	Designing Gothic Tracery Using Compass and Ruler *(Scribal Arts)*
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard	Beginning Embroidery with Shonna *(Ebrdry)*		Using an Ames Lettering Guide *(Callig)*		Beginning Leatherworking *(Crafts)* **(1.5 hours)**
Youth University	YouthU Calligraphy Exploration *(Callig)*	YouthU Illumination *(Illum)*		Quiet Lunchtime Crafting *(Par/Ch Crft)*	Fabric Stamping *(Crafts)*
Teen University					
Teen Lounge			D&D: Defend Cooper's Lake! *(Game)*		

Wednesday, July 29 ~ Additional Morning Classes

H&S: Yoga for All!, European Dance Tent at 7:30 AM, 1.5 hours

Hist:Eur: The King of Instruments: Pipe Organ History, University Battlefield at 9 AM

Newcomers: A Newcomer's Tour of Pennsic, University Point at 9 AM

Glass: Glass and Fire 101, Caravan Creations Artisans Studio at 9 AM, 2 hours

Sci: A Survey of the King's Bounty, University Point 2 at 9 AM, 12 hours

Par/Ch Oth: Toddler Playgroup, Family Lounge at 9 AM, 2 hours

Wood: Intro to "Medieval-Like" Woodworking Part 1 of 2, Hus Faerhaga: N8 at 9 AM, 3 hours

Callig: Calligraphy for Little Hands, Family Point at 9 AM, 1.5 hours

Metal: Viking/Anglo-Saxon Metal Stamping &/or Tool Making, Ansteorra Royal - Haraldr's Workshop 2 at 9:30 AM, 6 hours

Sci: Weed Walk, University Point at 10 AM, 2 hours

Rsrch: Understanding Medieval Scents, Duchy Arindale - N21 at 10 AM

PA:B: Storytelling Academy, Minerva's Spindle at 10 AM

Costume: Adorning Beauty, Cosmetica Obscura - Space 087 at 10 AM

Wood: Introduction to Dovetails, Woodworking - Barony of Thescorre N08 at 10 AM, 2 hours

Par/Ch Crft: Painting Scrolls for Kids and Toddlers, Family Point at 10:30 AM, 1.5 hours

Mtg: Æthelmearc Moneyers Guild Meeting, Aethelmaerc Royal Camp at 10:30 AM, 2 hours

Sci: Navigating by the Stars, Kingdom Ansteorra - BFT at 11 AM

Food: Concerning the Proper Use of Coffee, Debatable Lands (N10) On Fletcher's Road at 11 AM

Glass: Glass Animal Beadmaking 1, Caravan Creations Artisans Studio at 11 AM, 3 hours

Crafts: Crafters' Green at Midrealm Royal, Midrealm Royal at 11 AM, 4 hours

Ebrdry: Mongolian Embroidery Make and Take, Black Mountain, Booth 86 at 11 AM, 2 hours

Par/Ch Crft: Preschool Playgroup, Family Lounge at 11 AM, 2 hours

Crafts: Beginner Nålbinding, Oslo Stitch, Fiber Arts Pavillion - Atlantean Royal at 11 AM, 2 hours

Metal: Basic Blacksmithing, Brandr Forge booth 75 at 11:30 AM

Par/Ch Crft: Quiet Lunchtime Crafting, Family Point at 12 PM

PA:M: Pre-16th-Century Musical Modal Improvisation, Cafe Merhaba at 1 PM, 1.5 hours

Sci: Moon Phase Munchies, Family Point at 1 PM

Game: Brothel Games - CCt, Courtesan College - B03 at 1 PM, 2 hours

Metal: Chainmail Basics - Linear Scale Bracelet, RPG Maille at 1 PM, 2 hours

Ebrdry: *Opus Anglicanum* Goldwork Embroidery, Fiber Arts Pavillion - Atlantean Royal at 1 PM, 2 hours

Cook: Introduction to Medieval Cooking, Silverkeep, E-15, corner of Howard's Fenway and Great Northern Highway at 1 PM, 1.5 hours

Glass: Renaissance Glassblowing Demonstration, Historical Glassworks at 1 PM

Wednesday, July 29 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
A&S 1	Ka-Kha-Ga-Gha *(Rsrch)*		Write Like a Minoan: Linear A *(Crafts)*		
A&S 2	19 Irish Goddesses *(Hist:Eur)*	The Welsh Mabinogion: Myth, History, & King Arthur *(Hist:Eur)*			
A&S 3					
A&S 4	North African and Ethiopian Coffee *(Food)*				Pennsic Glass Challenge *(Glass)* **(3 hours)**
A&S 5	Drop Spinning 101 *(Spin)* **(2 hours)**				
A&S 6	Welsh Poetic Harmony *(Rsrch)*				
A&S 7	10 Things to Know About Medieval Books of Hours *(Scribal Arts)* **(1.5 hours)**	Kumihimo Basics: Round 8-Strand Weave *(Cord)*			
A&S 8	Basic Sign Heraldry for Court *(Hldry)*	Pirates of the Mediterranean *(Rsrch)*			
A&S 9	Known World Players Company Meeting *(Mtg)*				
A&S 10	Gourd Containers *(Crafts)*				
A&S 11					
A&S 12					
A&S 13	Story Time with Tempus. *(Perf:Oth)*				
Bog U			Clothed Figure Drawing Session *(Crafts)*		
University-Battlefield					
Battlefield Loud	Telling Stories as Your Persona *(PA:B)*				
Performing Arts Rehearsal	Owain Phyfe's Music: Songs that Inspired Him, Pt 2 *(PA:M)* **(1.5 hours)**	Here. Play This. Now. *(PA:M)*			
Amphitheater	The Pennsic Mightier: Improv Workshop (Long Form) *(PA:T)* **(2 hours)**				
European Dance Tent	*Voltati in Ça, Rosina! (Dance:Eur)*	Beginner Dance: *Petits Vriens* Two Ways! *(Dance:Eur)*	Beginner 15th-Century English Dances *(Dance:Eur)*	Beginner Dance: Slow and Flirtatious *Bassadanza*	
Games	*Alquerque (Game)*		Intro to *Xiangqi* (Chinese Chess) *(Game)*		Morris Games *(Game)*
Middle Eastern			Intro to Belly Dance *(Dance:ME)*		

Wednesday, July 29 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
Downtown Campus					
Pine Box Traders		Needle-Woven Pouch *(Weav)*			
Æthelmearc 1	Very Basic Illumination *(Illum)* **(2 hours)**	Those Damned Acanthus *(Illum)*		Open Scribal Time *(Illum)*	
Æthelmearc 2	A New Way to Draw: Negative Space Drawings *(Scribal Arts)*	*Chinese Diapering* :Carved Lacquer of Ming Dynasty *(Illum)*	Ask a Scribe *(Callig)*		
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard	Beginning Leatherworking *(Crafts)* **(1.5 hours)**				
Youth University	Bead Animals *(Crafts)*				
Teen University					
Teen Lounge					

Wednesday, July 29 ~ Additional Afternoon Classes

Crafts: Block Printing Your Own Belt Favor That Is a Pouch, Griffin's Hoard - merchants at 2 PM

PA:M: Intro to West African Hand Drumming, Clan Cambion (E15) at 2 PM

Glass: Glass Animal Beadmaking 2, Caravan Creations Artisans Studio at 2 PM, 3 hours

Wood: Sharpening Everything for Woodworking, Hus Faerhaga: N8 at 2 PM

Par/Ch Crft: Family Point Craft - TBA, Family Point at 2 PM

Weav: Beginning Inkle Weaving, Touch the Earth at 3 PM, 3 hours

Ebrdry: Sashiko - Japanese Embroidery, Fiber Arts Pavillion - Atlantean Royal at 3 PM

Rsrch: Unveiling the Intimate: Ritual Objects - CCt, Courtesan College - B03 at 3 PM

Glass: Roman Glassblowing Demonstration, Historical Glassworks at 3 PM

Par/Ch Crft: Family Point Craft - TBA, Family Point at 3 PM

Mtg: 12-Step Meeting, Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign at 4 PM

Scribal Arts: *I-kan-ken-go* Japanese Rank, Title, and Office, Clan Yama Kaminari (E03) at 4 PM, 2 hours

Sci: Make and Take: Anglo-Saxon Goblin Repellent, Cosmetica Obscura - Space 087 at 4 PM

PA:M: *Gittern* Thee to a Nunnery - CCt, Courtesan College - B03 at 5 PM

Hist:Eur: Undesirable Acts of Beholding - CCt, Courtesan College - B03 at 7 PM

Par/Teen: Teen Lounge: Welcome To War Meet-n-Greet, Teen Lounge at 7 PM, 3 hours

PA:M: Exploring World Rhythms & Melodies with DragonSong, Bog U at 7:30 PM, 1.5 hours

Dance:Eur: Open Dancing, European Dance Tent at 9 PM, 3 hours

Thursday, July 30 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
A&S 1	Metal Fabrication: Piercing, Sawing, and Filing *(Jwlry)*			Irish Honor Price and Sumptuary Laws *(Psna)*	Building Wooden Spoked Cart Wheels *(Wood)*
A&S 2		An Introduction to Names and Heraldry *(Hldry)*		Conflict Checking with the Complex Search *(Hldry)*	
A&S 3		Stand Out with a Signature Style *(Costume)*	Phonetics and the International Phonetic Alphabet *(Sci)*	The Chicken of Forgiveness *(Rsrch)*	Add a Bead or Two *(Costume)* **(1.5 hours)**
A&S 4	TEA 130 Growing your own Tea Garden *(Food)*	Arabic Versus Ottoman - Taste the Difference *(Cook)*			The Magic of Mashing *(Food)*
A&S 5	Embroidery: How Do I Do That? *(Ebrdry)*	Writing Award Recommendations: What to Know *(SCA)*	Broadside Baddies and Tudor True Crime Drama *(Hist:Eur)*		Saxon Transylvania: An Overview of Culture/History *(Hist:Eur)*
A&S 6	Mounted to Ground Combat *(Mrtl)*				Introduction to Tablet Weaving *(Weav)*
A&S 7	Anglo-Saxon Ring Pouch *(Costume)*			How Bananas Changed the World *(Hist:AME)*	Simple Documentation Methods *(Rsrch)*
A&S 8			Japanese Women’s Names Through Time *(Hldry)*	Be as the Bees: The Great Exchange *(Rsrch)*	10 Things to Know About Christine de Pizan *(Hist:Eur)* **(1.5 hours)**
A&S 9			Children's Choir *(PA:M)*	The Period Invention of the SCA *(PA:B)*	Bardic Master Class *(PA:B)* **(2 hours)**
A&S 10	Introduction to Tablet Weaving *(Weav)*				
A&S 11	Beaded Flowers 101: Rose *(Crafts)*			Pants 1: The Basics, Design and Sew. *(Costume)*	Hemming Your Garb. *(Costume)*
A&S 12	How to Make Period Furniture that Packs Flat *(Wood)*	Finding Your Niche: Getting Started in A&S *(SCA)*	The World is Not Flat but French Hoods Are *(Costume)*	So you want to build a Pennsic/Event Home *(SCA)*	
A&S 13	Making the Magic: Court Prep for a Memorable Court *(SCA)*	Documentation is Not a Dirty Word *(Rsrch)*		Viking Age Feast Gear: Archeological Evidence *(Rsrch)*	Stick to Sword: Rattan Weaponmaking 101 *(Mrtl)*
Bog U		Fingerloop Braiding *(Crafts)*		Bog Barter / Swamp Swap *(Mtg)* **(3 hours)**	
University-Battlefield					
Battlefield Loud		*Mehteran* : Ottoman *Janissary* Band *(PA:M)*		Known World Brass Choir *(PA:M)*	
Performing Arts Rehearsal		The Pennsic Choir *(Perf:Reh)*			
Amphitheater	The Pennsic Mightier: Improv Workshop (Short Form) *(PA:T)*		Mayor's Stage Music Series - Daytime Series *(Perf:Mus)*		The Pennsic Mightier: Improv Workshop (Long Form) *(PA:T)* **(2 hours)**
European Dance Tent		All Ages: Bouncy Dances *(Dance:Eur)*	*Scotch Cap* *(Dance:Eur)*	Dance Lunch and Learn: Nerd Out About Gresley *(Dance:Eur)*	Fun 15th-Century Set Dances: *Pizochara* *(Dance:Eur)*
Games		All Fours *(Game)*		The Welsh Grandfather's Game *(Game)*	
Middle Eastern	QiGong *(H&S)*	Tai Chi for Beginners *(Mrtl)*	Moving in Flow *(Dance:ME)*	Frame Drumming 101 *(PA:M)*	

Thursday, July 30 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
Downtown Campus		PTSD and the SCA *(Mtg)*			Food and Feasting for Newcomers *(SCA)*
Pine Box Traders	Kumihimo Basics *(Cord)*		Card Weaving Basics *(Weav)*		Rake Peg Loom Basics *(Weav)* **(1.5 hours)**
Æthelmearc 1	A Hand A Day: Uncial *(Callig)*	Tracing is Period *(Scribal Arts)*	Lombardic Capitals *(Callig)*		Acanthus Drawing For the Non-Artistic Scribe *(Illum)*
Æthelmearc 2	Open Scribal Time *(Illum)*	10 Things to Know about Historiated Initials *(Scribal Arts)*		A New Way to Draw: Grid Drawing *(Scribal Arts)*	Discovering Drawing: Shade Drawings using Hatching *(Scribal Arts)*
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University	YouthU: Sewing Stuffies *(Par/Ch Fib)*			Quiet Lunchtime Crafting *(Par/Ch Crft)*	Constellations and Crafts *(Sci)*
Teen University			Kumihimo Braiding *(Cord)*		Lombardic Capitals *(Callig)* **(1.5 hours)**
Teen Lounge					D&D: Help to Defend Cooper's Lake *(Game)* **(3 hours)**

Thursday, July 30 ~ Additional Morning Classes

Sci: A Survey of the King's Bounty, University Point 2 at 7:30 AM, 12 hours

H&S: Yoga for All!, European Dance Tent at 7:30 AM, 1.5 hours

Crafts: Block Print a Cotton Bag, Griffin's Hoard - merchants at 9 AM

Glass: Glass and Fire 101, Caravan Creations Artisans Studio at 9 AM, 2 hours

Wood: Intro to "Medieval-Like" Woodworking, Part 2 of 2, Hus Faerhaga: N8 at 9 AM, 3 hours

Par/Ch Oth: Super Simple Sewing: Stuffies, Family Point at 9 AM, 2 hours

Metal: Viking/Anglo-Saxon Metal Stamping &/or Tool Making, Ansteorra Royal - Haraldr's Workshop 2 at 9:30 AM, 6 hours

Rsrch: I Don't Think It Means What You Think It Means CCt, Kingdom Ansteorra - BFT at 10 AM

Sci: Weed Walk, University Point at 10 AM, 2 hours

Scribal Arts: *Iki*: Composing Japanese Scroll Texts, Clan Yama Kaminari (E03) at 10 AM

PA:M: Harp 101 - How to Get Started!, Du Puy Creations Merchant Booth at 10 AM

PA:B: Storytelling Academy, Minerva's Spindle at 10 AM

Perf:Reh: BMDL *Commedia* Troupe Dress Rehearsal, Aethelmaerc Royal Camp at 10:30 AM, 2 hours

Crafts: Palestinian Soap - A History, Cosmetica Obscura - Space 087 at 10:30 AM

Psna: I Bite My Thumb at Thee: Medieval Insults - CCt, Kingdom Ansteorra - BFT at 11 AM, 1.5 hours

Hist:Asia: Animal-Style "Scythian" Tattoos from 4-2 C BCE, Black Mountain, Booth 86 at 11 AM

Glass: The Beads of Birka and Ribe, Caravan Creations Artisans Studio at 11 AM, 2 hours

Crafts: Crafters' Green at Midrealm Royal, Midrealm Royal at 11 AM, 4 hours

SCA: A & S Day in Silverkeep Camp, Silverkeep, E-15, corner of Howard's Fenway and Great Northern Highway at 11 AM, 4 hours

Par/Ch Crft: *Mancala* Game Make and Take, Family Point at 11 AM

Ebrdry: Introduction to Goldwork Embroidery, Fiber Arts Pavillion - Atlantean Royal at 12 PM, 4 hours

Par/Ch Crft: Quiet Lunchtime Crafting, Family Point at 12 PM

Weav: Beginning Central Asian Rug Weaving, Black Mountain, Booth 86 at 12:30 PM, 1.5 hours

Metal: Beginning Blacksmithing, Irontree Works, Merchant Area, booth 169 at 1 PM, 2.5 hours

Illum: Spicy Marginalia: Phallus Frolics - CCt, Courtesan College - B03 at 1 PM, 1.5 hours

Par/Ch Crft: Coloring Marginalia/Illuminations, Family Point at 1 PM

Par/Ch Oth: Kid Garb Swap Meet, Family Lounge at 1 PM

Glass: Medieval Glassblowing Demonstration, Historical Glassworks at 1 PM

Thursday, July 30 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
A&S 1	Why Poets Should Use the English Style *(PA:B)*	Law in the Lands of Peace *(Hist:AME)*			
A&S 2	I Do Not Think That Means What You Think It Means *(Hldry)*	Beginning Irish Language for SCAdians *(Psna)*			
A&S 3	Add a Bead or Two *(Costume)* **(1.5 hours)**	Numbers in Period *(Sci)*			
A&S 4					Pennsic Glass Challenge *(Glass)* **(3 hours)**
A&S 5	Make a Viking Hood *(Costume)*				
A&S 6					
A&S 7	Society Sign Herald Wants Your Feedback and Input *(SCA)*	Kumihimo Basics: Square 8-Strand Weave *(Cord)*			
A&S 8	10 Things to Know About Christine de Pizan *(Hist:Eur)* **(1.5 hours)**	Beginner Fingerloop Braiding *(Cord)*			
A&S 9	Bardic Master Class *(PA:B)* **(2 hours)**	Youth Recorder Session *(Perf:Reh)*			
A&S 10					
A&S 11					
A&S 12					
A&S 13	Viking Age Textile Tools: Archeological Evidence *(Rsrch)*				
Bog U	Bog Barter / Swamp Swap *(Mtg)* **(3 hours)**	Embroidery: How Do I Do That? *(Ebrdry)*	Intro to West African Hand Drumming *(PA:M)*		
University-Battlefield					
Battlefield Loud	Exploring English Composer Anthony Holborne *(PA:M)*				
Performing Arts Rehearsal	Come Play With Us: *Odhecaton (PA:M)*	Come Play With Us: *In Nomines (PA:M)*			
Amphitheater	The Pennsic Mightier: Improv Workshop (Long Form) *(PA:T)* **(2 hours)**		*i Verdi Confusi*: Closed Dress Rehearsal *(Perf:Reh)*		*i Verdi Confusi*: Peace Week Follies *(Perf:Com)* **(1.5 hours)**
European Dance Tent	*Fortunosa*: A Fascinatingly Different Bassadanza *(Dance:Eur)*	Dances for Tomorrow Night's Early Bird Ball *(Dance:Eur)*	Weaving the Dance: *Tesara (Dance:Eur)*		
Games	Period Backgammon Games *(Game)*		Period Card Games: *Laugh and Lie Down (Game)*		*Hnefltafl (Game)*
Middle Eastern					

Thursday, July 30 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
Downtown Campus	Where's Lord Waldo? *(SCA)*				
Pine Box Traders	Rake Peg Loom Basics *(Weav)* **(1.5 hours)**	Stick Weaving *(Weav)*			
Æthelmearc 1	Those Crazy Celtic Capitals *(Illum)*	Wordsmithing 101 *(Scribal Arts)*	Create a White-Vine Stem Initial *(Scribal Arts)*		
Æthelmearc 2	Discovering Drawing: Tonal-Based Shading *(Scribal Arts)*	*Crimson Certificates: Joseon* Royal Cert. Format *(Illum)*	Absolute Beginner's Chinese Ink Painting *(Scribal Arts)*		
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University	Fancy Medieval Rings *(Jwlry)*				
Teen University	Lombardic Capitals *(Callig)* **(1.5 hours)**	Thread-Woven Buttons for Teens *(Costume)*			
Teen Lounge	D&D: Help to Defend Cooper's Lake *(Game)* **(3 hours)**				

Thursday, July 30 ~ Additional Afternoon Classes

PA:M: Intro to West African Hand Drumming, Clan Cambion (E15) at 2 PM

Par/Ch Fib: Fiber Dying with Tea, Family Point at 2 PM

Ebrdry: Mongol Embroidery Sampler & Lab Time, Black Mountain, Booth 86 at 2:30 PM, 2 hours

Psna: Eyes like Cleopatra - CCt, Courtesan College - B03 at 3 PM

Glass: Renaissance Glassblowing Demonstration, Historical Glassworks at 3 PM

Par/Ch Oth: Stained Glass Bookmarks, Family Point at 3 PM

Mtg: 12-Step Meeting, Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign at 4 PM

Costume: Parting Glances Returns!, Cosmetica Obscura - Space 087 at 4 PM

Food: Simple Period Dinners for Pennsic, East Kingdom Royal Kitchen at 5 PM, 2 hours

Glass: The Decorated Bead, Caravan Creations Artisans Studio at 6 PM, 2 hours

PA:B: Raunch and Romance - CCt, Courtesan College - B03 at 7 PM, 2 hours

Event: Warm Up Hafla!, Middle Eastern at 7 PM, 3 hours

Hist:Asia: *Seishin-ry Mushin-an Chaseki* : Tea Ceremony, Clan Yama Kaminari (E03) at 7 PM, 2 hours

Par/Teen: Teen Lounge: Bardic Circle, Teen Lounge at 7 PM, 3 hours

Jwlry: Period Jewelry: A Slide Show, A&S 13 at 8 PM, 2 hours

Dance:Eur: Musicians Choice: Open Dancing, European Dance Tent at 9 PM, 3 hours

Friday, July 31 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
A&S 1	Basic Wire Working *(Jwlry)*			The Origins of *Sukkot* *(Rsrch)*	Wire Weaving Finishing *(Crafts)*
A&S 2	Beard Care for Pennsic War *(H&S)*	Arms, Devices & Badges: An Introduction to Armory *(Hldry)*			
A&S 3	Archery in Combat *(Comb:A)*		German Crossbows *(Hist:Eur)*	Pooh, Pooh, Pooh! I See You! *(Rsrch)*	Creating an Open Daycamp: The Publick House *(SCA)*
A&S 4		Oil Lamps Made Easy! *(Sci)*	TEA 101: A Tasty History of Tea *(Hist:Asia)*		Period Jewelry You Can Make *(Jwlry)*
A&S 5	Robin Hood *(Hist:Eur)*	*Christ Ist Erstanden* :A 12th C German Easter Hymn *(PA:M)*			Teaching the Masses for Beginners *(SCA)* **(2 hours)**
A&S 6				Beginning Netting *(Needle)*	
A&S 7		Mounted Combat: Tips and Tricks *(Mrtl)*			The Last Great Tournament: Eglinton 1839 *(Hist:Eur)*
A&S 8	Russian Gold Work Embroidery *(Ebrdry)*				
A&S 9			Introduction to 16th Century *Commedia dell'Arte* *(PA:C)*	Children's Choir *(Perf:Reh)*	Old Norse Pronunciation *(PA:B)*
A&S 10					Making *Makgeoli,* Korean Rice Wine *(Food)*
A&S 11					
A&S 12		SCA Legends and Histories: Share or Listen *(SCA)*			Mythbusting Period Piracy *(Hist:Eur)* **(2 hours)**
A&S 13	Continuous Warping and Double-Faced Weaving *(Weav)*		Early 16th Century Venetian Dress *(Costume)*	Viking Age Clothing: Archeological Evidence *(Costume)*	
Bog U				Moving in Flow *(Dance:ME)*	Nigel's Fire Starting Class *(Hist:Eur)*
University-Battlefield					
Battlefield Loud		*Mehteran* : Ottoman *Janissary* Band *(PA:M)*		Gathering of the Louds *(PA:M)*	
Performing Arts Rehearsal		The Pennsic Choir *(Perf:Reh)*			
Amphitheater	The Pennsic Mightier: Improv Workshop (Short Form) *(PA:T)*		Mayor's Stage Music Series - Daytime Series *(Perf:Mus)*		The Pennsic Mightier: Improv Workshop (Long Form) *(PA:T)* **(2 hours)**
European Dance Tent		All Ages Dance: *Italian Chaos 2 (Dance:Eur)*	*Collonese (Dance:Eur)*	Dance Lunch and Learn: Sheet Music Demystified *(Dance:Eur)*	Beginner Red and Gold Ball Prep *(Dance:Eur)* **(2 hours)**
Games		Chess on Different Boards *(Game)*		Pit and Stone Games (*Mancala*) *(Game)*	
Middle Eastern	QiGong *(H&S)*	Tai Chi for Beginners *(Mrtl)*			Fan Veils: Flirty and Fun *(Dance:ME)*

Friday, July 31 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
Downtown Campus					
Pine Box Traders	Inkle Weaving Basics *(Weav)*		Lucet Basics *(Cord)*		Kumihimo Basics *(Cord)*
Æthelmearc 1	A Hand A Day: Early Gothic *Ductus* *(Callig)*	Tiny Leaves, Tiny Details *(Illum)*		Creating a Sampler of Medieval Pigments *(Illum)*	
Æthelmearc 2		Spicy Marginalia: Phallus Frolics and Lewd Lickers *(Illum)*		Discovering Drawing: Reversal Drawings *(Scribal Arts)*	Drawing Materials Playtime *(Scribal Arts)*
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University				Quiet Lunchtime Crafting *(Par/Ch Crft)*	YouthU Weaving *(Par/Ch Crft)*
Teen University	Those Damned Acanthus *(Illum)*		Silk Painting for Teens - Part I *(Crafts)*		Chainmail Bracelet: Box Chain Weave *(Jwlry)*
Teen Lounge					

Friday, July 31 ~ Additional Morning Classes

Dance:ME: Belly Dance for *Every* Body, Middle Eastern at 7 AM

H&S: Yoga for All!, European Dance Tent at 7:30 AM, 1.5 hours

Perf:Reh: Known World Players Rehearsal For *Twelfth Night*, Performing Arts at 8 AM, 4 hours

Crafts: *Ebru*: Turkish Art of Marbling, Griffin's Hoard - merchants at 9 AM, 2 hours

Glass: Glass and Fire 101, Caravan Creations Artisans Studio at 9 AM, 2 hours

Sci: A Survey of the King's Bounty, University Point 2 at 9 AM, 12 hours

Par/Ch Oth: Toddler Playgroup, Family Lounge at 9 AM, 2 hours

Par/Ch Crft: Family Point Craft - TBA, Family Point at 9 AM

Sci: Weed Walk, University Point at 10 AM, 2 hours

Cook: Period Pasta, East Kingdom Royal Kitchen at 10 AM, 2 hours

Rsrch: Understanding Medieval Scents, Duchy Arindale - N21 at 10 AM

PA:B: Storytelling Academy, Minerva's Spindle at 10 AM

Costume: Beard and Hair Products Pre-1600, Cosmetica Obscura - Space 087 at 10 AM

Par/Ch Crft: Medieval Game Make and Take, Family Point at 10 AM

Combat:Steel: *Harnischfecten Marshaling*: It's Different, University Battlefield at 10 AM

PA:M: The Odd Drummer: 5, 7, 9, and Other Strange Stuff, Touch the Earth at 11 AM, 1.5 hours

Par/Ch Crft: Cave Artisans Worldwide, Family Point at 11 AM

History: New World: Fiber Plants of North America, Fiber Arts Pavillion - Atlantean Royal at 11 AM

Food: Concerning the Proper Use of Coffee, Debatable Lands (N10) On Fletcher's Road at 11 AM

Glass: Glass Animals 3, Caravan Creations Artisans Studio at 11 AM, 3 hours

Crafts: Crafters' Green at Midrealm Royal, Midrealm Royal at 11 AM, 4 hours

Par/Ch Crft: Preschool Playgroup, Family Lounge at 11 AM, 2 hours

Comb:H: Siege Range Open, Battlefield East at 12 PM

Par/Ch Crft: Quiet Lunchtime Crafting, Family Point at 12 PM

PA:M: Gathering of the Louds, University Battlefield at 12:30 PM, 1.5 hours

Weav: Beginning Inkle Weaving, Touch the Earth at 1 PM, 3 hours

PA:M: Pre-16th-Century Musical Modal Improvisation, Cafe Merhaba at 1 PM, 1.5 hours

Hist:Eur: The History of Sex Work - CCt, Courtesan College - B03 at 1 PM, 2 hours

Metal: Chainmail Basics - Chainmail Dice Bag, RPG Maille at 1 PM, 2 hours

Hist:Asia: *Meigaku*: Design and Document Japanese Names, Clan Yama Kaminari (E03) at 1 PM, 2 hours

Glass: Roman Glassblowing Demonstration, Historical Glassworks at 1 PM

Par/Ch Oth: Super Simple Weaving, Family Point at 1 PM

Friday, July 31 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
A&S 1	A Few Badass Female Poets of the Middle Ages *(Rsrch)*				
A&S 2	Recreating the Skjoldehamn Belt *(Costume)*	Intermediate Irish Language for SCAdians *(Psna)*			
A&S 3	Mining the Minutiae: Big Stories from Little Clues *(PA:B)*			The Princess and the Pagan *(Hist:Eur)*	
A&S 4					Pennsic Glass Challenge *(Glass)* **(3 hours)**
A&S 5	Teaching the Masses for Beginners *(SCA)* **(2 hours)**				
A&S 6	Making a "Glastonbury Lite" Chair *(Wood)*				
A&S 7		Kumihimo Basics: Flat 8-Strand Weave *(Cord)*			
A&S 8		Be as the Bees: Ecology and Culture *(Rsrch)*			
A&S 9	Modern Music for the Medievally Minded *(PA:M)*				
A&S 10					
A&S 11					
A&S 12	Mythbusting Period Piracy *(Hist:Eur)* **(2 hours)**	Planning a Feast *(Food)*			
A&S 13					
Bog U	How to Carve a Viking Pig-Dog *(Crafts)*	Make Your Own Stone Spindle Whorls *(Spin)*	Period Drinking Songs *(PA:M)*		
University-Battlefield					
Battlefield Loud	Renaissance Music Mixed Consort Play Session *(PA:M)*	Speed Introduction to *Commedia* *(PA:C)*			
Performing Arts Rehearsal	Loud Band 102: Making It Beautiful *(PA:M)*				
Amphitheater	The Pennsic Mightier: Improv Workshop (Long Form) *(PA:T)* **(2 hours)**				The Pennsic Mightier: Improv Comedy Show *(Perf:Thtr)* **(1.5 hours)**
European Dance Tent	Beginner Red and Gold Ball Prep *(Dance:Eur)* **(2 hours)**	*Contrapasso da Farsi in Ruota* *(Dance:Eur)*	A Fun Threesome: *Belfiore* *(Dance:Eur)*	Beginner *Bassadanza* : *Bassadanza Catalina* *(Dance:Eur)*	
Games	*Shogi* Part 1: *Heian Shogi* and *Sho-Shogi* *(Game)*		Games of the Mary Rose Shipwreck (*Daldos*) *(Game)*		Dice and Dice Games *(Game)*
Middle Eastern		Arabic Hip Movements *(Dance:ME)*			

Friday, July 31 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
Downtown Campus					
Pine Box Traders		Tapestry Frame Weaving Basics *(Weav)*			
Æthelmearc 1	Goldleafing Made Easy *(Illum)*		Ridiculously Easy Flowers for Border Illustrations *(Illum)*		
Æthelmearc 2	Maybe It's Not (All) My Fault *(Callig)*	*Indigo Sutras* : Illuminated Buddhist Manuscripts *(Illum)*	Ask a Scribe *(Callig)*		
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University	Make a Roman Amulet *(Jwlry)*				
Teen University	Creating Asian Stab Binding Books *(Crafts)*				
Teen Lounge					

Friday, July 31 ~ Additional Afternoon Classes

Glass: Glass *Murrini* , Caravan Creations Artisans Studio at 2 PM, 2 hours

Par/Ch Crft: Catapult Activity, Family Point at 2 PM

Spin: Retrieving Retted Flax at Pennsic, Fiber Arts Pavillion - Atlantean Royal at 2 PM

Hist:Eur: Gay Vikings: Sex and Gender in Norse Society - CCt, Courtesan College - B03 at 3 PM

Spin: But Is it Really Flax? A Tour of Bast Fibers, Fiber Arts Pavillion - Atlantean Royal at 3 PM, 2 hours

Glass: Medieval Glassblowing Demonstration, Historical Glassworks at 3 PM

Par/Ch Crft: *Mancala* Game Make and Take, Family Point at 3 PM

Mtg: 12-Step Meeting, Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign at 4 PM

Hldry: War Herald's Challenge, Fort at 4 PM, 2 hours

Rsrch: Gods and Goddesses of Lust and Love - CCt, Courtesan College - B03 at 4 PM, 2 hours

PA:M: Beginner Dumbek, Touch the Earth at 4 PM

Crafts: Resins as Incense, Cosmetica Obscura - Space 087 at 4 PM

Glass: Ancient Head Beads, Caravan Creations Artisans Studio at 6 PM, 2 hours

Hist:Eur: Risqué Pompeii: Art Under the Volcano - CCt, Courtesan College - B03 at 7 PM

Par/Teen: Teen Lounge, Teen Lounge at 7 PM, 3 hours

Food: Æthelmearc Brewers Guild Round Table, Aethelmaerc Royal Camp at 7 PM, 2 hours

Mtg: *Kabbalat Shabbat* , Bog U at 8 PM, 2 hours

Event: Early Bird Ball, European Dance Tent at 9 PM, 3 hours

Sci: Night Sky Over Pennsic, University Point at 9 PM

Saturday, August 01 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
A&S 1	Paleography: Reading Historical Handwriting *(Rsrch)*				
A&S 2		An Introduction to Names and Heraldry *(Hldry)*			Christian African Empires in the Middle Ages *(Hist:AME)* **(1.5 hours)**
A&S 3	To Bite Metal: Etched Prints in Europe *(Scribal Arts)*	Steal Her Look: Dressing a 6th-C Kentish Woman *(Hist:Eur)*		Pointy Sticks: Historical Sword Classification *(Hist:Eur)*	The History of Rabbits *(Hist:Eur)*
A&S 4	Construction of an Anglo-Saxon Bead Kiln *(Glass)*		Making Glass Beads in an Anglo-Saxon Furnace *(Glass)*		
A&S 5	From K-Drama to Table *(Cook)*	Bling Out Your Veils *(Costume)*		Rapier Hangers, Sword Belts, and How to Wear Them *(Costume)*	Period Fabrics and Modern Sources *(Costume)* **(2 hours)**
A&S 6					
A&S 7	Leather: What to Buy *(Crafts)*	Medieval Drama *(PA:T)*	Intro to German Brick Stitch Embroidery - Lecture *(Ebrdry)*		Make a Viking Hood *(Costume)* **(1.5 hours)**
A&S 8	Sleep in Medieval to Modern Days *(H&S)*		Hedeby 6-Strand Braid *(Cord)*		
A&S 9			Children's Choir *(Perf:Reh)*	Medieval Fan Fiction *(PA:B)*	Pennsic Youth Choir *(PA:M)*
A&S 10	Natural Cordage Making *(Cord)*	Leather Coronets: Light, Bright and Beautiful *(Costume)*	Gourd Containers *(Crafts)*		Designing a Sundial with Geometric Construction *(Sci)* **(2 hours)**
A&S 11	Beaded Flowers 201: Daisy *(Crafts)*			Pants 2: Finishing Stuff, Fly, Pockets, Waistband. *(Costume)*	Gathering and Pleating. *(Costume)*
A&S 12	Eight Essential Knots for the SCA Camper *(SCA)*		Pavilion construction 101 *(Crafts)*	Meading My Backyard *(Food)*	
A&S 13	History of Gunpowder and Gunpowder Weapons *(Sci)*	How to Make an English Gabled Hood *(Costume)*		Blackpowder Weapons from the Mary Rose *(Hist:Eur)*	Medieval Cryptology: An Introduction *(Hist:Eur)*
Bog U					
University-Battlefield					
Battlefield Loud		*Mehteran* : Ottoman *Janissary* Band *(PA:M)*		Known World Brass Choir *(PA:M)*	
Performing Arts Rehearsal		The Pennsic Choir *(Perf:Reh)*			
Amphitheater			Mayor's Stage Music Series - Daytime Series *(Perf:Mus)*		
European Dance Tent		All Ages Class: Process to Success *(Dance:Eur)*	*Dull Sir John (Dance:Eur)*	Dance Masters and Musicians Roundtable *(Dance:Eur)*	Beginner Red and Gold Ball Prep *(Dance:Eur)* **(2 hours)**
Games		Period Card Games: *Laugh and Lie Down (Game)*		Period Card Games: *Tarot (Game)*	
Middle Eastern	QiGong *(H&S)*	Tai Chi for Beginners *(Mrtl)*			

Saturday, August 01 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
Downtown Campus		Pennsic Tents: Buy, Set Up, Live In, Decorate *(SCA)*	A Beginner's Guide to Court *(SCA)*		
Pine Box Traders	Rake Peg Loom Basics *(Weav)*		Family Stick Weaving *(Weav)*		Needle-Woven Pouch *(Weav)* **(1.5 hours)**
Æthelmearc 1	A Hand A Day: Gothic *(Callig)*	Gothic Hybrid Drolleries and Grotesques *(Illum)*		Dyeing Pergamenata to Replicate Dyed Manuscripts *(Scribal Arts)*	Demystifying Silver and Gold *(Illum)* **(2 hours)**
Æthelmearc 2	Wordsmithing 101 *(Scribal Arts)*	Knotty Creatures: Zoomorphics in the Book of Kells *(Illum)*		A New Way to Draw and Discovering Drawing Intro *(Scribal*	A New Way to Draw: Using Shapes *(Scribal Arts)*
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University	Fabric Stamping *(Crafts)*			Quiet Lunchtime Crafting *(Par/Ch Crft)*	Fancy Medieval Rings *(Jwlry)* **(1 hours)**
Teen University	Ridiculously Easy Flowers for Border Illustrations *(Illum)*		Silk Painting for Teens - Part II *(Crafts)*		Intro to Spinning (Teen U) *(Spin)* **(1.5 hours)**
Teen Lounge					

Saturday, August 01 ~ Additional Morning Classes

Event: Pennsic Fun Run and Unofficial Half Marathon, First Aid Point at 7 AM, 4 hours

H&S: Yoga for All!, European Dance Tent at 7:30 AM, 1.5 hours

Comb:R: Battle for La Rochelle, Fort at 9 AM, 3 hours

Glass: Glass and Fire 101, Caravan Creations Artisans Studio at 9 AM, 2 hours

Sci: A Survey of the King's Bounty, University Point 2 at 9 AM, 12 hours

Par/Ch Oth: Toddler Playgroup, Family Lounge at 9 AM, 2 hours

Par/Ch Crft: Viking Bling!, Family Point at 9 AM, 2 hours

Sci: Weed Walk, University Point at 10 AM, 2 hours

PA:M: Beginner Middle Eastern Drumming, Part 1: Basics , Touch the Earth at 10 AM

PA:B: Storytelling Academy, Minerva's Spindle at 10 AM

Mtg: Æthelmearc Millrind Meeting, Aethelmaerc Royal Camp at 10 AM

Costume: Parting Glances Returns!, Cosmetica Obscura - Space 087 at 10 AM

Event: Midrealm Laurel Meeting, Midrealm Royal at 10:30 AM, 1.5 hours

PA:M: Beginner Middle Eastern Drumming, Part 2: Fills, Touch the Earth at 11 AM

Par/Ch Crft: Cave Artisans Worldwide, Family Point at 11 AM

Food: Concerning the Proper Use of Coffee, Debatable Lands (N10) On Fletcher's Road at 11 AM

Glass: Glass Dragon Beads, Caravan Creations Artisans Studio at 11 AM, 2 hours

Par/Ch Crft: Preschool Playgroup, Family Lounge at 11 AM, 2 hours

PA:M: The Odd Drummer: 5, 7, 9, and Other Strange Stuff , Touch the Earth at 12 PM, 1.5 hours

Comb:H: Siege Range Open, Battlefield East at 12 PM

Par/Ch Crft: Quiet Lunchtime Crafting, Family Point at 12 PM

Rsrch: Two C**ts Together: Pre-17th C *Sapphics* - CCt**, Courtesan College - B03 at 1 PM, 2 hours

Comb:H: *Kamikaze* Battle, Fort at 1 PM, 2 hours

Par/Ch Crft: Carving Viking Runestones, Family Point at 1 PM

Glass: Renaissance Glassblowing Demonstration, Historical Glassworks at 1 PM

Saturday, August 01 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
A&S 1	Trapezoidal Pouch Class *(Crafts)*				
A&S 2	Christian African Empires in the Middle Ages *(Hist:AME)* **(1.5 hours)**	Pillbox *Tarboush* Hat Make-and-Take *(Costume)*			
A&S 3	The Third Fall of Rome and the Labors of Heraclius *(Hist:Eur)*		The Third Fall of Rome and the End of the World *(Hist:Eur)*		
A&S 4	TEA 202: Teas of Japan. *(Hist:Asia)*		*Cuirboulli*: Water-Hardened Leather Armor *(Crafts)*		Pennsic Glass Challenge *(Glass)* **(3 hours)**
A&S 5	Period Fabrics and Modern Sources *(Costume)* **(2 hours)**				The Real-Politik of the Eagle and Crescent *(Hist:Eur)* **(2 hours)**
A&S 6					
A&S 7	Make a Viking Hood *(Costume)* **(1.5 hours)**		Introduction to Combat Archery *(Mrtl)*		
A&S 8					
A&S 9		Interpreting *Cantigas* on Your Own *(PA:M)*			KWP *Twelfth Night* Rehearsal *(Perf:Reh)* **(2 hours)**
A&S 10	Designing a Sundial with Geometric Construction *(Sci)* **(2 hours)**				
A&S 11	Linings and Turning Garb Right-Side Out *(Costume)*				
A&S 12	The Care and Feeding of Canvas Tentage *(SCA)*				
A&S 13	Viking Age Food: Archaeological Evidence *(Rsrch)*				
Bog U	Period Drinking Songs *(PA:M)*			Insects of Pennsic *(Sci)*	Birds of Pennsic *(Sci)*
University-Battlefield					
Battlefield Loud	*Commedia* All Stars **Rehearsal** *(Perf:Reh)*				
Performing Arts Rehearsal			Known World Broken Consort *(PA:M)*		
Amphitheater					
European Dance Tent	Beginner Red and Gold Ball Prep *(Dance:Eur)* **(2 hours)**	*Contentezza D'Amore* *(Dance:Eur)*	Dance for Stability and Mobility *(Dance:Eur)*	Beginner English Country Dance for as Many as Will *(Dance:Eur)*	
Games	*Shogi*: Part 2 (Post-1550) *(Game)*		*Game of the Goose* *(Game)*		*Nard* to Backgammon *(Game)*
Middle Eastern	Mid-East Rhythm Review *(PA:M)*				

Saturday, August 01 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
Downtown Campus	Newcomers Pennsic 101 *(Newcomers)*	Irish Frame Drum: Introduction to the *Bodhrán* *(PA:M)*			
Pine Box Traders	Needle-Woven Pouch *(Weav)* **(1.5 hours)**	Card Weaving Basics *(Weav)*			
Æthelmearc 1	Demystifying Silver and Gold *(Illum)* **(2 hours)**	A New Way to Draw: Sighting *(Scribal Arts)*			
Æthelmearc 2	Traditional Oil Painting and Glazing Techniques *(Illum)*				
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University	Fancy Medieval Rings *(Jwlry)* **(1 hours)** Dragon Puppets *(Crafts)*				
Teen University	Intro to Spinning (Teen U) *(Spin)* **(1.5 hours)** Beginning Leatherworking *(Crafts)*				
Teen Lounge					

Saturday, August 01 ~ Additional Afternoon Classes

Mtg: Æthelmearc Pelican Meeting, Aethelmaerc Royal Camp at 2 PM

Crafts: Block Printing Your Own Belt Favor That Is a Pouch, Griffin's Hoard - merchants at 2 PM

Hldry: *Monsho* : Samurai Banners, Clan Yama Kaminari (E03) at 2 PM, 2 hours

Par/Ch Crft: Painting Scrolls for Kids and Toddlers, Family Point at 2 PM, 1.5 hours

PA:M: Circle Drumming, Touch the Earth at 2 PM

Event: Meeting of the Crowns, Midrealm Royal at 2 PM, 2 hours

Party: Lord Ramirez's "Unofficial" Cigar Social, Runestone at 3 PM, 3 hours

Hist:Eur: Veiled Passions: Sexuality in the Middle Ages- CCt, Courtesan College - B03 at 3 PM

Glass: Wig Wag Beads, Caravan Creations Artisans Studio at 3 PM, 2 hours

Mtg: Æthelmearc Laurel Meeting, Aethelmaerc Royal Camp at 3 PM

Glass: Roman Glassblowing Demonstration, Historical Glassworks at 3 PM

PA:M: *Chorulus Pennsicus* Rehearsals, Camp Lochmere: N18 at 4 PM, 1.5 hours

Mtg: 12-Step Meeting, Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign at 4 PM

SCA: Introduction to the Knowne Worlde Courtesans - CCt, Courtesan College - B03 at 4 PM, 1.5 hours

Other: Æthelmearc Opening Ceremonies Procession Line-up, Aethelmaerc Royal Camp at 4 PM, 2 hours

Mtg: Æthelmearc White Scarf meeting (after Stab & Gab), Aethelmearc Common Tent at 4 PM, 2 hours

Crafts: Resins as Incense, Cosmetica Obscura - Space 087 at 4 PM

Event: Opening Ceremonies, Fort at 6 PM, 1.5 hours

Dance:ME: Lil' Hafla Down By The Lake!, Bog U at 7 PM, 2.5 hours

Rsrch: A History of Sex Toys - CCt, Courtesan College - B03 at 7 PM

Par/Teen: Teen Lounge: LGBTQ+ Teen Night, Teen Lounge at 7 PM, 3 hours

PA:M: *Uta* Japanese Music Workshop, Clan Yama Kaminari (E03) at 7 PM, 2 hours

Game: Æthelmearc Gaming Party, Aethelmearc Common Tent at 7 PM, 3 hours

Event: Royalties Cocktail Hour, Aethelmearc Populace Tent at 8 PM, 1.5 hours

Event: The Contessa's Red and Gold Ball, European Dance Tent at 9 PM, 3 hours

Sunday, August 02 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
A&S 1		19 Irish Goddesses *(Hist:Eur)*	Viking Graves: An Overview. *(Hist:Eur)*	What's in Your Roman Pantry? *(Food)*	
A&S 2		An Introduction to Names and Heraldry *(Hldry)*		Beard Care for Pennsic War *(H&S)*	Conflict Checking with the Complex Search *(Hldry)* **(2 hours)**
A&S 3	We Are Santa's Elves *(Par/Ch Oth)*	Medical & Philosophical Interpretation of Macrina *(Rsrch)*			When Debt Collectors Repossessed Constantinople *(Hist:Eur)*
A&S 4	Pennsic Glass Challenge *(Glass)*				Known World Foresters' Guild Demo *(Mtg)* **(3 hours)**
A&S 5	The Gun Shield: a Short-Lived Innovation *(Sci)*		Elizabeth Bathory, the Blood Countess *(Hist:Eur)*		
A&S 6					
A&S 7	Coats, Cloaks, and Other Outerwear *(Costume)*	Logistics of Merchanting *(SCA)*	Mounted to Ground Combat *(Mrtl)*		Simple Documentation Methods *(Rsrch)*
A&S 8		The Stigma of LARP *(SCA)*			Training the War Horse *(Sci)* **(1.5 hours)**
A&S 9			*Commedia dell'Arte* - What to do On Stage *(PA:C)*	Children's Choir *(Perf:Reh)*	Pennsic Youth Choir *(PA:M)*
A&S 10		Fish Leather *(Crafts)*			Tablet Weaving: No Loom? No Problem! *(Weav)*
A&S 11				Pants 3: Making Fancy Pants. *(Costume)*	Gussets, Godets, and Gores, "Oh My." *(Costume)*
A&S 12	Ships in the SCA Period: A Chronological Overview *(Hist:Eur)*		Evidence-Based Viking Male Clothing *(Costume)*		
A&S 13	Pennsic on Pennies *(Costume)*	Conquest Cuisine: Late Anglo-Saxon Food *(Food)*	Spindles and Thread *(Spin)*	Viking Age Furniture: Archeological Evidence *(Rsrch)*	
Bog U					
University-Battlefield					
Battlefield Loud			Meet the Onion Flute (and the Kazoo Zoo)! *(PA:M)*	Gathering of the Louds *(PA:M)*	
Performing Arts Rehearsal	Youth Instrumental Consort Rehearsal *(Perf:Reh)*	The Pennsic Choir *(Perf:Reh)*			
Amphitheater			Mayor's Stage Music Series - Daytime Series *(Perf:Mus)*		
European Dance Tent	Dances Without Dignity *(Dance:Eur)*	All Ages: Bouncy Dances *(Dance:Eur)*	Lovelace Dances *(Dance:Eur)*	Dance Lunch & Learn: Running Successful Practices *(Dance:Eur)*	Dances for Tonight's Beginners' Ball *(Dance:Eur)*
Games		*Go* Workshop *(Game)*		Aluette *(Game)*	
Middle Eastern	QiGong *(H&S)*	Tai Chi for Beginners *(Mrtl)*		Beginner Middle Eastern Drum Circle *(PA:M)*	

Sunday, August 02 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
Downtown Campus	Pennsic Tents: Buy, Set Up, Live In, Decorate *(SCA)*		Mining the Minutiae: Big Stories from Little Clues *(PA:B)*		Newcomers Pennsic 101 *(Newcomers)*
Pine Box Traders	Stick Weaving *(Weav)*		Tapestry Frame Weaving Basics *(Weav)*		Inkle Weaving Basics *(Weav)*
Æthelmearc 1	Calligraphy: Inside, Outside, and In Between *(Scribal Arts)*	Beginner Scribal Track: *The Book of Deer* *(Scribal Arts)*			Scribal Tea *(Scribal Arts)* **(2 hours)**
Æthelmearc 2		Acanthus Drawing For the Non-Artistic Scribe *(Illum)*	Ridiculously Easy Flowers for Border Illustrations *(Illum)*		
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University	Make an Anglo-Saxon Brooch or Pendant *(Jwlry)*		D&D: Defend Cooper's Lake! *(Game)*		
Teen University	Basic Embroidery *(Ebrdry)*		Sashiko for Teens *(Par/Teen)*	*Orihon* : Making Folding Books *(Crafts)*	
Teen Lounge					D&D: Help to Defend Cooper's Lake *(Game)* **(3 hours)**

Sunday, August 02 ~ Additional Morning Classes

H&S: Yoga for All!, European Dance Tent at 7:30 AM, 1.5 hours

Perf:Reh: KWP *Twelfth Night* Rehearsals, Performing Arts at 8 AM, 4 hours

Glass: Glass and Fire 101, Caravan Creations Artisans Studio at 9 AM, 2 hours

Sci: A Survey of the King's Bounty, University Point 2 at 9 AM, 12 hours

Par/Ch Oth: Kid Garb Swap Meet, Family Lounge at 9 AM

Par/Ch Crft: Medieval Game Make and Take, Family Point at 9 AM

Crafts: Block Print a Cotton Bag, Griffin's Hoard - merchants at 10 AM

PA:M: Harping on Harps, Du Puy Creations Merchant Booth at 10 AM

Sci: Weed Walk, University Point at 10 AM, 2 hours

Par/Ch Crft: Roman Mosaics, Family Point at 10 AM

PA:B: Storytelling Academy, Minerva's Spindle at 10 AM

Costume: Adorning Beauty, Cosmetica Obscura - Space 087 at 10 AM

Ebrdry: Russian Goldwork: A Round Embroidered Bookmark, Fiber Arts Pavillion - Atlantean Royal at 10 AM, 2 hours

PA:M: The Odd Drummer: 5, 7, 9, and Other Strange Stuff , Touch the Earth at 11 AM, 1.5 hours

Mtg: Æthelmearc Fleur Meeting, Aethelmearc Common Tent at 11 AM

Par/Ch Crft: Family Point Craft - TBA, Family Point at 11 AM

Perf:Reh: *i Verdi Confusi* : Closed Dress Rehearsal, Performing Arts at 12 PM, 2 hours

Court: Barony-Marche of the Debatable Lands Court, Aethelmaerc Royal Camp at 12 PM, 4 hours

Par/Ch Crft: Quiet Lunchtime Crafting, Family Point at 12 PM

PA:M: Gathering of the Louds, University Battlefield at 12:30 PM, 1.5 hours

Crafts: *Ebru* : Turkish Art of Marbling, Griffin's Hoard - merchants at 1 PM, 2 hours

Event: Pennsic 53 Known World Arts and Sciences Display, Great Hall at 1 PM, 4 hours

PA:M: Viola da Gamba Reading Session, Cafe Merhaba at 1 PM, 2 hours

Food: *Hch Samurai* : Japanese Cooking and Dining, Clan Yama Kaminari (E03) at 1 PM, 2 hours

Wood: Introduction to Dovetails, Woodworking - Barony of Thescorre N08 at 1 PM, 2 hours

Glass: Medieval Glassblowing Demonstration, Historical Glassworks at 1 PM

Par/Ch Crft: Family Point Craft - TBA, Family Point at 1 PM

PA:B: Runestone Bardic Circle, Runestone at 1:30 PM, 2.5 hours

Sunday, August 02 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
A&S 1	The Ship of Theseus and Other Medieval Conundra *(Sci)*				
A&S 2	Conflict Checking with the Complex Search *(Hldry)* **(2 hours)**	I Do Not Think That Means What You Think It Means *(Hldry)*			
A&S 3	The Irish Brehon Laws *(Hist:Eur)*	To Bridle the Horses of St. Mark: Chioggia *(Hist:Eur)*			
A&S 4	Known World Foresters' Guild Demo *(Mtg)* **(3 hours)**				
A&S 5					The European Horse Nation *(Hist:Eur)* **(1.5 hours)**
A&S 6	Knitting in the 16th Century: An Overview *(Rsrch)*		Making a "Glastonbury Lite" Chair *(Wood)*		
A&S 7		Be as the Bees: The Role of Religion *(Rsrch)*	Twice Queen of France; Anne of Brittany *(Hist:Eur)*		
A&S 8	Training the War Horse *(Sci)* **(1.5 hours)** Equestrian Equipment from the Bayeux Tapestry *(Sci)*				
A&S 9	Bardic Master Class *(PA:B)*				
A&S 10	Interkingdom Brewers' Guild Competition *(Food)*				
A&S 11	Interkingdom Brewers' Guild Roundtable *(Food)*				
A&S 12	Peerage Basics and Roundtable *(SCA)*		Spin-In: Handspinning Hangout *(Spin)*		
A&S 13	Feathers Fit for Kings and Gods *(Crafts)*				
Bog U					
University-Battlefield					
Battlefield Loud	*Commedia* All Stars **Rehearsal** *(Perf:Reh)*				
Performing Arts Rehearsal		Known World Recorder Ensemble *(PA:M)*	Known World Broken Consort *(PA:M)*		
Amphitheater		Pennsic Youth Theatre *(PA:T)*			
European Dance Tent	Beginner Dance: 15th-Century Italian *(Dance:Eur)*	Beginner Dance: *Burgundian* *(Dance:Eur)*	Beginner Dance: English Country Dance *(Dance:Eur)*	Beginner Dance: English Country *(Dance:Eur)*	Dance Music Practice *(Dance:Eur)*
Games	Four Player Chess *(Game)*		Period Card Games: *Piquet* (or *Cent*) *(Game)*		Multiplayer Medieval Backgammon *(Game)*
Middle Eastern					

Sunday, August 02 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
Downtown Campus					
Pine Box Traders		Family Kumihimo Basics *(Cord)*			
Æthelmearc 1	Scribal Tea *(Scribal Arts)* **(2 hours)**	Using an Ames Lettering Guide *(Callig)*	Ask a Scribe *(Callig)*		
Æthelmearc 2		*Cloudwork* : Lacquer Deco. of the W. Han Dynasty *(Illum)*	Persian Laquered Bookbinding *(Crafts)*		
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University	Introduction to Chainmail *(Jwlry)*				
Teen University	Beginning Leatherworking *(Crafts)*				
Teen Lounge	D&D: Help to Defend Cooper's Lake *(Game)* **(3 hours)**				

Sunday, August 02 ~ Additional Afternoon Classes

Par/Ch Crft: Coloring Marginalia/Illuminations, Family Point at 2 PM

Weav: Twined Bag/Pouch Make and Take, Holt Herotus W01 at 2 PM

PA:M: Intro to Split Finger Drumming, Touch the Earth at 3 PM

Par/Ch Fib: Paper making, Family Point at 3 PM

Glass: Renaissance Glassblowing Demonstration, Historical Glassworks at 3 PM

PA:M: *Chorulus Pennsicus* Rehearsals, Camp Lochmere: N18 at 4 PM, 1.5 hours

Perf:Reh: *Il Titolo Provvisorio* Dress Rehearsal, Performing Arts at 4 PM

H&S: Yoga for Anyone and Everyone: On Runestone Hill, Runestone at 4 PM

Mtg: 12-Step Meeting, Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign at 4 PM

Costume: Bathing Beauty in 1256 AD, Cosmetica Obscura - Space 087 at 4 PM

PA:M: Intermediate Dumbek, Touch the Earth at 4 PM

Psna: Scythian Meet-up and Potluck, Black Mountain, Booth 86 at 5 PM

Event: Baron Christian Goldenlok Vigil, Aethelmaerc Fire Pit at 5 PM, 4 hours

Event: Baron Ixac ben Simone Vigil, Aethelmearc Populace Tent at 5 PM, 4 hours

Event: Baron Ichijo Honen Vigil, Aethelmearc Common Tent at 5 PM, 4 hours

Event: Helgaball, Battlefield West at 5 PM, 3 hours

PA:O: Auditions for *Chorulus Pennsicus* , Camp Lochmere: N18 at 5:30 PM

PA:M: Evening Harp Social, Du Puy Creations Merchant Booth at 7 PM, 3 hours

Par/Teen: Teen Lounge, Teen Lounge at 7 PM, 3 hours

Event: Middle Kingdom Unbelted Champions' Dinner, Midrealm Royal at 7 PM, 2 hours

Event: Midrealm Mark Meeting, Midrealm Royal Meeting Hall at 7 PM

Event: Lord Carmine and Friends *Haa* , Middle Eastern at 8 PM, 2 hours

Event: Beginners' Ball, European Dance Tent at 8 PM, 4 hours

Sci: A Brief History of Astronomy Before the Telescope, A&S 5 at 8 PM

Monday, August 03 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
A&S 1	Beginning Irish Language for SCAdians *(Psna)*		Introduction to Tablet Weaving *(Weav)*	Hip to Be Square *(Costume)*	Who's on First? *(Hldry)*
A&S 2		An Introduction to Names and Heraldry *(Hldry)*	Period Islamic Cooking *(Cook)*		The Welsh Mabinogion: Myth, History, & King Arthur *(Hist:Eur)* **(2 hours)**
A&S 3	Archery in Combat *(Comb:A)*		German Crossbows *(Hist:Eur)*		The Clock of History Set Back: Japan and Hungary *(Hist:Asia)*
A&S 4	Nigel's Fire Starting Class *(Hist:Eur)*	Oil Lamps Made Easy! *(Sci)*	TEA 101: A Tasty History of Tea *(Hist:Asia)*		Alchemy in Period *(Rsrch)* **(1.5 hours)**
A&S 5	A Discovery of Witches? No, Not Quite... *(Hist:Eur)*	Skjoldehamn Hood *(Costume)*	Fancy Pants: A Look at Persian *Naqsh-e* *(Costume)*	Growth Mindset in A&S Faires for Entrants & Judges *(SCA)*	Drop Spinning 101 *(Spin)* **(2 hours)**
A&S 6	Making Medieval Turnshoes *(Costume)*	Glass Chemistry *(Glass)*			
A&S 7	Discussion of Healthy Living: Modern to Medieval *(H&S)*	Phonetics and the International Phonetic Alphabet *(Sci)*	Literally Every Medieval Trans Person I Can Find *(Hist:Eur)*	Monastic Sign Language (History and Lexicons) *(Hist:Eur)*	
A&S 8	Trans 101 for the SCA *(SCA)*		Broadside Baddies and Tudor True Crime Drama *(Hist:Eur)*	Japanese Women's Names Through Time *(Hldry)*	Beginner Fingerloop Braiding *(Cord)*
A&S 9		Tarot Cards Against Humanity *(PA:O)*		Children's Choir *(Perf:Reh)*	Pennsic Youth Choir *(PA:M)*
A&S 10	Netting a Loop-and-Twist Bag *(Cord)*		How to Carve a Viking Duck *(Wood)*		Introduction to Tablet Weaving *(Weav)* **(1.5 hours)**
A&S 11	Beaded Flowers 102: Tulip *(Crafts)*		German Brick Stitch - Try the Stitch *(Ebrdry)*		Leather Embroidery *(Ebrdry)*
A&S 12	Wait, Pennsic Has a Mentorship Program? *(SCA)*		Divination with Lotbooks *(Sci)*	Fabric Fundamentals *(Costume)*	Woodland Period Ceramics of the Chesapeake Bay *(History: New World)*
A&S 13	Making 3-Strand Tent Ropes *(Cord)*	Nutrition in Medieval and Modern Days *(Food)*	Basic Anglo Saxon Ring Pouch *(Crafts)*		Modern Media & the SCA: Making Them Work Together *(SCA)*
Bog U		Enslavement Practices in Ancient Rome *(Hist:Eur)*		Veils and Spins *(Dance:ME)*	Amber: Northern Gold *(Crafts)* **(1.5 hours)**
University-Battlefield					
Battlefield Loud		16th-Century Arbeau Historical Field Drum Class *(PA:M)*		Known World Brass Choir *(PA:M)*	
Performing Arts Rehearsal	Youth Instrumental Consort Rehearsal *(Perf:Reh)*	The Pennsic Choir *(Perf:Reh)*			Loud Band 102: Making It Beautiful *(PA:M)* **(2 hours)**
Amphitheater			Mayor's Stage Music Series - Daytime Series *(Perf:Mus)*		*I Sebastiani* and Friends Rehearsal *(Perf:Reh)*
European Dance Tent	Fun, Flirty Beginner Italian Dances *(Dance:Eur)*	All Ages Dance: *Chirantana* *(Dance:Eur)*	*Coranto d'Espagne* *(Dance:Eur)*	Dance Lunch and Learn: *Lovelace Dances* *(Dance:Eur)*	Ball Prep: Italian Revel *(Dance:Eur)*
Games		Period Card Games: *Karnoffel* *(Game)*		*Hare and Hounds* and Related Games *(Game)*	
Middle Eastern	QiGong *(H&S)*	Tai Chi for Beginners *(Mrtl)*			Choreographing for SCA Performance with Yasamin *(Dance:ME)* **(1.5 hours)**

Monday, August 03 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
Downtown Campus	Introduction to the Viking Age. *(Hist:Eur)*		Newcomers Pennsic 101 *(Newcomers)*		SCA 101 *(SCA)* **(1.5 hours)**
Pine Box Traders	Card Weaving Basics *(Weav)*		Stick Weaving *(Weav)*		Rake Peg Loom Basics *(Weav)* **(1.5 hours)**
Æthelmearc 1	A Hand A Day: Rotunda *(Callig)*	Beginner Scribal Track: *The Book of Deer* *(Scribal Arts)*		Applying Alliterations in Scripting Scrolls *(Scribal Arts)*	Dyeing Pergamenata to Replicate Dyed Manuscripts *(Scribal Arts)*
Æthelmearc 2	Drawing Islamic Geometric Patterns *(Illum)*		Spicy Marginalia: Phallus Frolics and Lewd Lickers *(Illum)*		Beginning Blackletter *(Callig)*
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University	Make a Roman Amulet *(Jwlry)*	Mask-Making *(Crafts)*		Quiet Lunchtime Crafting *(Par/Ch Crft)*	Constellations and Crafts *(Sci)*
Teen University	Beginning Embroidery with Shonna *(Ebrdry)*		Creating Asian Stab Binding Books *(Crafts)*		Chainmail Bracelet: Helm's Chain Weave *(Jwlry)*
Teen Lounge					

Monday, August 03 ~ Additional Morning Classes

H&S: Yoga for All!, European Dance Tent at 7:30 AM, 1.5 hours

Perf:Reh: KWP *Twelfth Night* Rehearsals, Performing Arts at 8 AM, 4 hours

Hist:Eur: The King of Instruments: Pipe Organ History, University Battlefield at 9 AM

Event: Pennsic A&S War Point Competition, Great Hall at 9 AM, 12 hours

Glass: Glass and Fire 101, Caravan Creations Artisans Studio at 9 AM, 2 hours

Sci: A Survey of the King's Bounty, University Point 2 at 9 AM, 12 hours

Par/Ch Oth: Toddler Playgroup, Family Lounge at 9 AM, 2 hours

Par/Ch Crft: Æthelmearc Day, Family Point at 9 AM

Metal: Viking/Anglo-Saxon Metal Stamping &/or Tool Making, Ansteorra Royal - Haraldr's Workshop 2 at 9:30 AM, 6 hours

PA:M: Beginner Middle Eastern Frame Drum, Touch the Earth at 10 AM

Crafts: Block Printing Your Own Belt Favor That Is a Pouch, Griffin's Hoard - merchants at 10 AM

Sci: Weed Walk, University Point at 10 AM, 2 hours

Cord: *Kumihimo-ya* Braiding Workshop, Clan Yama Kaminari (E03) at 10 AM, 2 hours

PA:B: Storytelling Academy, Minerva's Spindle at 10 AM

Costume: Roman Hairdressing for Beginners, Cosmetica Obscura - Space 087 at 10 AM, 2 hours

Metal: Mandrels and Bobkins, Rabenwald Metalsmything Forge - merchant booth 118 at 10 AM, 2 hours

Par/Ch Crft: Æthelmearc Day, Family Point at 10 AM

Sci: Navigating by the Stars, Kingdom Ansteorra - BFT at 11 AM

PA:M: The Odd Drummer: 5, 7, 9, and Other Strange Stuff , Touch the Earth at 11 AM, 1.5 hours

Food: Concerning the Proper Use of Coffee, Debatable Lands (N10) On Fletcher's Road at 11 AM

Glass: Glass Animal Beadmaking 1, Caravan Creations Artisans Studio at 11 AM, 3 hours

Crafts: Crafters' Green at Midrealm Royal, Midrealm Royal at 11 AM, 4 hours

Par/Ch Crft: Preschool Playgroup, Family Lounge at 11 AM, 2 hours

Spin: But Is it Really Flax? A Tour of Bast Fibers, Fiber Arts Pavillion - Atlantean Royal at 11 AM, 2 hours

Par/Ch Crft: Æthelmearc Day, Family Point at 11 AM

Costume: Intro to Mongol Culture and Clothing, Black Mountain, Booth 86 at 11:30 AM, 1.5 hours

Par/Ch Crft: Quiet Lunchtime Crafting, Family Point at 12 PM

PA:M: World Music Rhythms, Touch the Earth at 1 PM

Metal: Chainmail Basics - Linear Scale Bracelet, RPG Maille at 1 PM, 2 hours

Spin: Retting Flax at Pennsic, Fiber Arts Pavillion - Atlantean Royal at 1 PM

Glass: Roman Glassblowing Demonstration, Historical Glassworks at 1 PM

Par/Ch Crft: Æthelmearc Day, Family Point at 1 PM

Monday, August 03 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
A&S 1	Write Like a Minoan: Linear A *(Crafts)*		Intermediate Irish Language for SCAdians *(Psna)*		
A&S 2	The Welsh Mabinogion: Myth, History, & King Arthur *(Hist:Eur)* **(2 hours)**	Roman Africa *(Hist:AME)*			
A&S 3	1066, Part 1: 50 Years in the Making *(Hist:Eur)*	Two Suns in the Sky: The War for the Mediterranean *(Hist:Eur)*		Did I Do **That**? *(Hist:Eur)*	
A&S 4	Alchemy in Period *(Rsrch)* **(1.5 hours)**	Ecclesiastical Funerary Incense *(Crafts)*		The Real Deal - Working With A Museum Collection *(Rsrch)*	
A&S 5	Drop Spinning 101 *(Spin)* **(2 hours)**	Learn The Letters: Double-Faced Tablet Weaving *(Weav)*			
A&S 6	Eleanora of Toledo and Maria of Aragona: Stockings *(Costume)*	Gender, Vision, and the Use of Art *(Rsrch)*			
A&S 7	Elevation: From Vigil to Ceremony *(SCA)*		Are You Descended from European Royalty? *(Hist:Eur)*		
A&S 8	Kumihimo Basics: Round 8-Strand Weave *(Cord)*	Be as the Bees: Ecology and Culture *(Rsrch)*			
A&S 9	Bawdy Tales & Better Jokes - A Comedy Roundtable *(PA:O)*				
A&S 10	Introduction to Tablet Weaving *(Weav)* **(1.5 hours)**			Hooks and Eyes Workshop *(Costume)*	
A&S 11					
A&S 12					
A&S 13	What to Do Before the Chatelaine Arrives *(SCA)*	Basic Wine, Cider, and Mead Making *(Food)*	Theory and Practice of Raccoon Bardic *(Crafts)*		
Bog U	Amber: Northern Gold *(Crafts)* **(1.5 hours)**	Make Your Own Stone Spindle Whorls *(Spin)*			
University-Battlefield					
Battlefield Loud	*Commedia* All Stars **Rehearsal** *(Perf:Reh)*				
Performing Arts Rehearsal	Loud Band 102: Making It Beautiful *(PA:M)* **(2 hours)**	Known World Recorder Ensemble *(PA:M)*	Known World Broken Consort *(PA:M)*		
Amphitheater		Pennsic Youth Theatre *(PA:T)*	*Whose Line Doth It Be* Auditions *(PA:T)*		
European Dance Tent	English Country: *Maiden Lane* & *The Night Peece* *(Dance:Eur)*	Happy 16th Century Dancing Feet - *Alta Regina* *(Dance:Eur)*	Beginner Dance Drills: Improving Your Dancing *(Dance:Eur)*	Introduction to 16th-Century Italian Dance *(Dance:Eur)*	Leftover Gresley *(Dance:Eur)*
Games	*Go* Workshop *(Game)*		Medieval Draughts Versus Modern Checkers *(Game)*		*Game of the Goose* *(Game)*
Middle Eastern	Choreographing for SCA Performance with Yasamin *(Dance:ME)* **(1.5 hours)**	Middle Eastern Melody and Drumming *(PA:M)*	Yoga for All (Fighters, Dancers, Everyone!) *(Dance:ME)*		

Monday, August 03 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
Downtown Campus	SCA 101 *(SCA)* **(1.5 hours)**	Bardic Symposium #1: History vs Forging the Future *(PA:B)*			
Pine Box Traders	Rake Peg Loom Basics *(Weav)* **(1.5 hours)**	Lucet Basics *(Cord)*			
Æthelmearc 1	Lombardic Capitals *(Callig)*		Intro to Islamic Illuminated Painting *(Illum)*		
Æthelmearc 2	Open Scribal Time *(Illum)*	*Chinese Diapering* :Carved Lacquer of Ming Dynasty *(Illum)*			
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University	Making Mosaics *(Glass)*				
Teen University	Pennsic for Teens: How to Get Involved! *(SCA)*	Pennsic on Pennies - Teen Edition *(Costume)*			
Teen Lounge					

Monday, August 03 ~ Additional Afternoon Classes

Par/Ch Crft: Catapult Activity, Family Point at 2 PM

Hist:Eur: Ottoman Sign Language (OSL), 15th-20th c., Cafe Merhaba at 2 PM

Ebrdry: Mongol Embroidery Sampler & Lab Time, Black Mountain, Booth 86 at 2:30 PM, 2 hours

PA:M: Doumbek Rockstar: Pop, Roll, Snap and Slap!, Touch the Earth at 3 PM

Crafts: Period Tents You Can Build, Enchanted Ground - W09 at 3 PM

Par/Ch Fib: Paper making, Family Point at 3 PM

SCA: Sign Language Coffee Hour at Kafe Marhaba!, Cafe Merhaba at 3 PM

Mtg: Known World Equestrian Meeting, Aethelmaerc Royal Camp at 3 PM

Glass: Medieval Glassblowing Demonstration, Historical Glassworks at 3 PM

PA:M: *Chorulus Pennsicus* Rehearsals, Camp Lochmere: N18 at 4 PM, 1.5 hours

Weav: Beginning Inkle Weaving, Touch the Earth at 4 PM, 3 hours

H&S: Yoga for Anyone and Everyone: On Runestone Hill, Runestone at 4 PM

Comb:H: Ten-Warrior Mêlée Tournament, Battlefield West at 4 PM, 2 hours

Glass: Glass Animal Beadmaking 2, Caravan Creations Artisans Studio at 4 PM, 3 hours

Mtg: 12-Step Meeting, Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign at 4 PM

Costume: Roman Hairdressing for Beginners, Cosmetica Obscura - Space 087 at 4 PM, 2 hours

Par/Ch Oth: Æthelmearc Kids' Party, Aethelmaerc Royal Camp at 5 PM, 2 hours

Event: Royal State Dinner, East Kingdom Royal Hall at 6 PM, 4 hours

SCA: Logistics of Merchanting, Evening Session, Miriam's Longship at 6:30 PM

Par/Teen: Teen Lounge: Game Night, Teen Lounge at 7 PM, 3 hours

Party: Midrealm Newcomers' Party, Midrealm Royal at 7 PM, 2 hours

Hist:Asia: *Seishin-ry Mushin-an Chaseki* : Tea Ceremony, Clan Yama Kaminari (E03) at 7 PM, 2 hours

Party: Æthelmearc Party, Aethelmaerc Royal Camp at 8 PM, 2 hours

Sci: The Flame-Haired Stars, A&S 5 at 8 PM

Party: Roman Bacchanal - CCt, Courtesan College - B03 at 9 PM, 2.5 hours

Event: Italian Revel, European Dance Tent at 9 PM, 3 hours

Sci: The New Astronomy: Brahe and Kepler in Prague, A&S 5 at 9 PM

Tuesday, August 04 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
A&S 1	Paleography: Reading Historical Handwriting *(Rsrch)*		Using an Abacus *(Sci)*		Metal Fabrication: Piercing, Sawing, and Filing *(Jwlry)* **(3 hours)**
A&S 2		I Have Heraldry! Now What? *(Hldry)*		Safely Foraging Local Mushrooms *(Sci)*	
A&S 3	Irish Honor Price and Sumptuary Laws *(Psna)*			Food Safety for SCA Cooks *(Food)*	Making Better T-Tunics *(Costume)* **(2 hours)**
A&S 4	Arabic Versus Ottoman - Taste the Difference *(Cook)*				North African and Ethiopian Coffee *(Food)* **(2 hours)**
A&S 5	Robin Hood *(Hist:Eur)*	*Christ Ist Erstanden* :A 12th C German Easter Hymn *(PA:M)*	Bling Out Your Veils *(Costume)*		How to Maintain an Outdoor Cooking Fire *(Cook)*
A&S 6	Beginning Tatting *(Needle)*		Gay Vikings: Sex and Gender in Norse Society *(Hist:Eur)*		Training the Warhorse for Mounted Archery *(Sci)*
A&S 7	The Kitchen Dance *(Cook)*	Usury Laws During the Middle Ages *(Rsrch)*	Classical Cryptology: Codes and Ciphers *(Hist:Eur)*		Simple Documentation Methods *(Rsrch)*
A&S 8		Creating an Open Daycamp: The Publick House *(SCA)*	Encapsulating Your Wardrobe *(Costume)*	Transgender Knights and Lesbian Love Affairs *(Hist:Eur)*	Basic Sign Heraldry for Court *(Hldry)*
A&S 9		The Period Invention of the SCA *(PA:B)*	Children's Choir *(Perf:Reh)*	Writing Period-Style Ballads *(PA:M)*	Pennsic Youth Choir *(PA:M)*
A&S 10		Wood Block Stamping and Stenciling on Fabric *(Crafts)*			Fats and Oils in the Kitchen: Past to Present *(Cook)* **(1.5 hours)**
A&S 11		Hedeby 6-Strand Braid *(Cord)*	Introduction to Viking Age Arms and Armor *(Hist:Eur)*	Pants 4: That's A Codpiece? *(Costume)*	Neck Holes, A More Perfect Way. *(Costume)*
A&S 12		SCA Legends and Histories: Share or Listen *(SCA)*	Divination with Cards *(Sci)*	Runic Ciphers *(Sci)*	How to Make Period Furniture that Packs Flat *(Wood)*
A&S 13	Continuous Warping and Double-Faced Weaving *(Weav)*		The Tournament as a Spectator Sport *(Hist:Eur)*	Grabby Hands: How to Make the Things You Want *(Costume)*	Silverwing's "Laws": The Dream We Share *(SCA)* **(2 hours)**
Bog U				Finger Cymbal Sorcery *(Dance:ME)*	A Game of "Hide the Distaff": The Distaff Gospels *(Hist:Eur)*
University-Battlefield					
Battlefield Loud				Gathering of the Louds *(PA:M)*	
Performing Arts Rehearsal	Youth Instrumental Consort Rehearsal *(Perf:Reh)*	The Pennsic Choir *(Perf:Reh)*			
Amphitheater		Jest Foolin' Around: Period Fools and Jesters *(PA:T)*	Mayor's Stage Music Series - Daytime Series *(Perf:Mus)*		*Lysistrata* Auditions *(PA:T)* **(2 hours)**
European Dance Tent	Intermediate Playford Dances *(Dance:Eur)*	All Ages Dance: Beginner Dance for Families *(Dance:Eur)*	Eleanor's Ribbon Dance *(Dance:Eur)*	Dance Lunch and Learn: Run a Successful Ball	Dances from Inns of Court *(Dance:Eur)*
Games		How to Play Cards *(Game)*		Period Card Games: *Karnoffel* *(Game)*	
Middle Eastern	QiGong *(H&S)*	Tai Chi for Beginners *(Mrtl)*		Frame Drumming 101 *(PA:M)*	

Tuesday, August 04 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
Downtown Campus			Deducing a Jewel from Pictures *(Jwlry)*	Slavic Interest Group Meetup *(Hist:Eur)*	
Pine Box Traders	Lucet Basics *(Cord)*		Needle-Woven Pouch *(Weav)*		Card Weaving Basics *(Weav)* **(1.5 hours)**
Æthelmearc 1	A Hand A Day: Court Hand *(Callig)*	Beginner Scribal Track: *The Book of Deer (Scribal Arts)*		Tiny Leaves, Tiny Details *(Illum)*	
Æthelmearc 2	Drawing Islamic Geometric Patterns *(Illum)*		Screaming Snails: Doodling Marginalia Decorations *(Illum)*		Drawing Materials Playtime *(Scribal Arts)*
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University				Quiet Lunchtime Crafting *(Par/Ch Crft)*	Meet the Onion Flute (and the Kazoo Zoo)! *(PA:M)*
Teen University	TEA 101 for Teens: “Tasty History of Tea” *(Par/Teen)*		Intro to Armory (for Teens) *(Hldry)*	Eyeliner Fit for Egyptian Royalty *(Psna)*	German Brick-Stich "Reliquary Box" *(Ebrdry)* **(1.5 hours)**
Teen Lounge					

Tuesday, August 04 ~ Additional Morning Classes

H&S: Yoga for All!, European Dance Tent at 7:30 AM, 1.5 hours

Perf:Reh: KWP *Twelfth Night* Rehearsals, Performing Arts at 8 AM, 4 hours

Glass: Glass and Fire 101, Caravan Creations Artisans Studio at 9 AM, 2 hours

Sci: A Survey of the King's Bounty, University Point 2 at 9 AM, 12 hours

Wood: An Introduction to Woodcarving, Hus Faerhaga: N8 at 9 AM, 2 hours

Par/Ch Crft: Midrealm Day, Family Point at 9 AM

Metal: Viking/Anglo-Saxon Metal Stamping &/or Tool Making, Ansteorra Royal - Haraldr's Workshop 2 at 9:30 AM, 6 hours

Rsrch: I Don't Think It Means What You Think It Means CCt, Kingdom Ansteorra - BFT at 10 AM

Sci: Weed Walk, University Point at 10 AM, 2 hours

History: New World: Fiber Plants of North America, Fiber Arts Pavillion - Atlantean Royal at 10 AM

Costume: *Eboshi* Hats and *Tabi* Shoes, Clan Yama Kaminari (E03) at 10 AM, 1.5 hours

PA:M: Harp 101 - How to Get Started!, Du Puy Creations Merchant Booth at 10 AM

PA:B: Storytelling Academy, Minerva's Spindle at 10 AM

Sci: Make and Take: Anglo-Saxon Goblin Repellent, Cosmetica Obscura - Space 087 at 10 AM

Costume: Æthelmearc Clothiers' Guild Crafts, Aethelmearc Populace Tent at 10 AM, 4 hours

Par/Ch Crft: Midrealm Day, Family Point at 10 AM

Combat:Steel: *Harnischfecten Marshaling*: It's Different, University Battlefield at 10 AM

Psna: I Bite My Thumb at Thee: Medieval Insults - CCt, Kingdom Ansteorra - BFT at 11 AM, 1.5 hours

PA:M: Ukrainian Folk Singing Workshop, Touch the Earth at 11 AM, 1.5 hours

Weav: Twined Bag/Pouch Make and Take, Holt Herotus W01 at 11 AM

Par/Ch Crft: Midrealm Day, Family Point at 11 AM

Hist:Asia: Empires Without Borders, Black Mountain, Booth 86 at 11:30 AM

Event: Medieval Barter Town Meet-Up, Great Hall at 12 PM, 4 hours

PA:C: *Commedia dell'Arte* - Being Specific Characters, Performing Arts at 12 PM

Mtg: Æthelmearc Clothiers' Guild Meeting, Aethelmearc Common Tent at 12 PM

Crafts: Goldwork Brocade Tablet Weaving, Fiber Arts Pavillion - Atlantean Royal at 12 PM, 2 hours

Par/Ch Crft: Quiet Lunchtime Crafting, Family Point at 12 PM

Crafts: Medieval Book Binding Over Raised Cords, Kingdom Ansteorra - BFT at 12:30 PM, 3 hours

PA:M: Gathering of the Louds, University Battlefield at 12:30 PM, 1.5 hours

Metal: Beginning Blacksmithing, Irontree Works, Merchant Area, booth 169 at 1 PM, 2.5 hours

Crafts: Block Print a Cotton Bag, Griffin’s Hoard - merchants at 1 PM

Other: Private Event at Touch the Earth, Touch the Earth at 1 PM, 3 hours

PA:M: Pre-16th-Century Musical Modal Improvisation, Cafe Merhaba at 1 PM, 1.5 hours

SCA: Pennsic Homes Open House, University Point at 1 PM, 4 hours

Glass: Beginner Glass Stringers and Twists, Caravan Creations Artisans Studio at 1 PM, 2 hours

Glass: Renaissance Glassblowing Demonstration, Historical Glassworks at 1 PM

Par/Ch Crft: Midrealm Day, Family Point at 1 PM

SCA: Sign Language Ice Cream Social, Ice Cream Shop by Cooper's Store at 1:30 PM

Tuesday, August 04 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
A&S 1	Metal Fabrication: Piercing, Sawing, and Filing *(Jwlry)* **(3 hours)**				
A&S 2	Enjoy Your Feast *(Cook)*	"The Great Babylon of Spain": Crime and Punishment *(Hist:Eur)*			
A&S 3	Making Better T-Tunics *(Costume)* **(2 hours)**	The Death of Olaf Trygvassen *(Hist:Eur)*	North African Wrapped Dresses *(Costume)*		
A&S 4	North African and Ethiopian Coffee *(Food)* **(2 hours)**				
A&S 5	All Thumbs Guide to Handsewing for Beginners *(Ebrdry)*		Introduction to Distilled Spirits *(Food)*		
A&S 6	Make a Viking Hood *(Costume)*				
A&S 7	Kumihimo Basics: Square 8-Strand Weave *(Cord)*	*Or Nué* : Colored Goldwork Embroidery *(Ebrdry)*			
A&S 8	Lacemakers' Social *(Needle)*	Be as the Bees: The Great Exchange *(Rsrch)*	Introduction to Combat Archery *(Mrtl)*		
A&S 9	Norse Poetry Overview *(PA:B)*			Songwriting to Tell a Story *(PA:B)*	
A&S 10	Fats and Oils in the Kitchen: Past to Present *(Cook)* **(1.5 hours)**	A Gothic Discussion *(Hist:Eur)*			
A&S 11	Let's Talk About Sleeves. *(Costume)*				
A&S 12	Video Voodoo: Video Editing 101 *(SCA)*				
A&S 13	Silverwing's "Laws": The Dream We Share *(SCA)* **(2 hours)**		Spin-In: Handspinning Hangout *(Spin)*		
Bog U	I Feel Pretty and Period *(Rsrch)*	Women Can't Read, Debunk'd: A Sleeping Pen Awake'd *(Hist:Eur)*			
University-Battlefield					
Battlefield Loud	*Commedia* All Stars **Rehearsal** *(Perf:Reh)*				
Performing Arts Rehearsal	Come Play With Us: *Many Regrets* *(PA:M)*	Known World Recorder Ensemble *(PA:M)*	Known World Broken Consort *(PA:M)*		
Amphitheater	*Lysistrata* Auditions *(PA:T)* **(2 hours)**	Pennsic Youth Theatre *(PA:T)*			I Sebastiani and Friends Performance *(Perf:Com)* **(1.5 hours)**
European Dance Tent	A Silly Skirmish for Five: *Verceppe* *(Dance:Eur)*		Intermed. Eng. Country: *Grimstock* & *Goddesses* *(Dance:Eur)*	Intermediate English Country Dance *(Dance:Eur)*	Dance Music Practice *(Dance:Eur)*
Games	Ancient Games: The *Royal Game of Ur* *(Game)*		The Welsh Grandfather's Game *(Game)*		All Fours *(Game)*
Middle Eastern		Middle Eastern Melody and Drumming *(PA:M)*	Intro to Belly Dance *(Dance:ME)*		

Tuesday, August 04 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
Downtown Campus	Newcomers Pennsic 101 *(Newcomers)*	Bardic Symposium #2: Level Up Your Lyrics *(PA:B)*			
Pine Box Traders	Card Weaving Basics *(Weav)* **(1.5 hours)**	Tapestry Frame Weaving Basics *(Weav)*			
Æthelmearc 1	A New Way to Draw: Negative Space Drawings *(Scribal Arts)*	Calligraphy Basics *(Callig)*	A New Way to Draw: Grid Drawing *(Scribal Arts)*	Discovering Drawing: Shade Drawings using Hatching *(Scribal Arts)*	
Æthelmearc 2	Wordsmithing Scrolls to Sound More Period *(Scribal Arts)*	*Crimson Certificates: Joseon* Royal Cert. Format *(Illum)*			
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University	Bead Animals *(Crafts)*				
Teen University	German Brick-Stich "Reliquary Box" *(Ebrdry)* **(1.5 hours)**	Steal Her Look: Dressing a 6th-C Kentish Woman *(Hist:Eur)*			
Teen Lounge					

Tuesday, August 04 ~ Additional Afternoon Classes

Par/Ch Crft: Midrealm Day, Family Point at 2 PM

Food: Æthelmearc Brewers A/B Challenge Roundtable, Aethelmearc Common Tent at 2:30 PM

Food: Æthelmearc Brewers Roundtable, Aethelmearc Populace Tent at 2:30 PM

Wood: Period Portable Furniture You Can Make, Enchanted Ground - W09 at 3 PM

Event: Second Generation+ SCAdian Mixer, Midrealm Royal at 3 PM, 2 hours

PA:O: *Odori* : Japanese Dance Workshop, Clan Yama Kaminari (E03) at 3 PM, 2 hours

Glass: Roman Glassblowing Demonstration, Historical Glassworks at 3 PM

Par/Ch Crft: Midrealm Day, Family Point at 3 PM

Other: Æthelmearc Royal Camp Closed to the Public, Aethelmaerc Royal Camp at 3:30 PM, 4 hours

PA:M: *Chorulus Pennsicus* Rehearsals, Camp Lochmere: N18 at 4 PM, 1.5 hours

H&S: Yoga for Anyone and Everyone: On Runestone Hill, Runestone at 4 PM

PA:M: Creating Rhythms - A World Music Drumming Game, Touch the Earth at 4 PM

Mtg: 12-Step Meeting, Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign at 4 PM

Wood: Known World Woodworkers' Meet and Greet, Hus Faerhaga: N8 at 4 PM

Costume: Cosmetics of Ancient Iran, Cosmetica Obscura - Space 087 at 4 PM

Crafts: Rust as a Dye Source, Fiber Arts Pavillion - Atlantean Royal at 4 PM

PA:M: Irish Frame Drum: Introduction to the *Bodhrán* , University Battlefield at 4 PM, 2 hours

Weav: Advanced Inkle Weaving, Touch the Earth at 5 PM, 3 hours

Hist:Asia: Courtesans of Tang Dynasty China - CCt, Courtesan College - B03 at 5 PM

Court: Æthelmearc Court Procession Line-Up, Aethelmearc Populace Tent at 5 PM

Court: East Kingdom Court, East Kingdom Royal Hall at 5:30 PM, 2 hours

Court: Æthelmearc Court, Great Hall at 6 PM, 2.5 hours

Glass: Making Glass Chains, Caravan Creations Artisans Studio at 6 PM, 2 hours

Party: 60 Years of SCA!, Fort at 6 PM, 6 hours

Par/Teen: Teen Lounge, Teen Lounge at 7 PM, 3 hours

Event: Dance Practice for the Blue Feather Ball, European Dance Tent at 8 PM, 2 hours

Sci: A History of the Constellations, A&S 5 at 8 PM

Event: Clan Blue Feather Ball and Fashion Cotillion, Great Hall at 9 PM, 4 hours

Sci: Night Sky Over Pennsic, University Point at 9 PM

Party: Meridian Hafla, Meridies Royal at 9 PM, 3 hours

Wednesday, August 05 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
A&S 1		Being Your Persona *(Psna)*	The Irish Brehon Laws *(Hist:Eur)*	Medlars, the Dog's Arse Fruit *(Food)*	Basic Wire Working *(Jwlry)* **(3 hours)**
A&S 2	Evolution of Black Powder Arms from 1320-1600 *(Hist:Eur)*	Medicine, Physick, and Surgery *(H&S)*		Create Your Character *(Psna)*	Building Wooden Spoked Cart Wheels *(Wood)*
A&S 3	We Are Santa's Elves *(Par/Ch Oth)*	Making Parchment Easy *(Crafts)*	Numbers in Period *(Sci)*	1066, Part 2: The Year of the Conquest *(Hist:Eur)*	English Rosaries and Paternosters *(Hist:Eur)* **(1.5 hours)**
A&S 4	What's My Fabric *(Crafts)*				
A&S 5	The English Reformation *(Hist:Eur)*		Researching Outside Your Native Language *(Rsrch)*	Leather Embroidery *(Ebrdry)*	Up Your Game: German Brick Stitch *(Ebrdry)*
A&S 6		Yes, We Have Vowels: A Brief Introduction to Welsh *(Psna)*			Welsh Poetic Harmony *(Rsrch)*
A&S 7		Mentioning the Unmentionables *(Costume)*	Alchemical Steganography *(Hist:Eur)*		Literally Every Medieval Trans Person I Can Find *(Hist:Eur)*
A&S 8	Russian Gold Work Embroidery *(Ebrdry)*				Theatre of Spain and Mexico *(History: New World)*
A&S 9		Youth Recorder Session *(Perf:Reh)*	Shakespeare's Fools *(PA:T)*	Children's Choir *(Perf:Reh)*	Pennsic Youth Choir *(PA:M)*
A&S 10	Make Your Own Byzantine Necklace *(Jwlry)*	Amber: Northern Gold *(Crafts)*	King's Table to the Modern Hall: Fish/Seafood *(Cook)*		Gourd Containers *(Crafts)*
A&S 11	Beaded Flowers 301: Iris *(Crafts)*				Lead On, Brave Heart *(Hist:Eur)*
A&S 12	You Too Can Make Pants! *(Costume)*	So you want to build a Pennsic/Event Home *(SCA)*	Divination by Intuition 1 *(Sci)*	Divination by Intuition 2: Pendulum Laboratory *(Sci)*	How Pennsic Works *(SCA)*
A&S 13		Making the Magic: Court Prep for a Memorable Court *(SCA)*	Quilling: The Art of Paper Filigree *(Crafts)*		*An Oresteia* : Power and Polity in Ancient Greece *(Hist:Eur)*
Bog U					Gay Vikings: Sex and Gender in Norse Society *(Hist:Eur)*
University-Battlefield					
Battlefield Loud				Known World Brass Choir *(PA:M)*	
Performing Arts Rehearsal	Youth Instrumental Consort Rehearsal *(Perf:Reh)*	The Pennsic Choir *(Perf:Reh)*			
Amphitheater			Mayor's Stage Music Series - Daytime Series *(Perf:Mus)*		
European Dance Tent		All Ages: Bouncy Dances *(Dance:Eur)*	Common *Bransles* for All *(Dance:Eur)*	Dance Lunch and Learn: Teaching at Non-SCA Events *(Dance:Eur)*	Grand Masked Ball Preparation *(Dance:Eur)* **(2 hours)**
Games	How to Play Cards *(Game)*	Period Card Games: *Tarot* *(Game)*		Ancient Games: *Senet* *(Game)*	
Middle Eastern	QiGong *(H&S)*	Tai Chi for Beginners *(Mrtl)*	Beginner Belly Dance: Intro to Veil *(Dance:ME)*	Finger Cymbals and Improv Bellydance 101 *(Dance:ME)*	

Wednesday, August 05 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
Downtown Campus					The History of Clan Blue Feather *(SCA)* **(1.5 hours)**
Pine Box Traders	Rake Peg Loom Basics *(Weav)*		Stick Weaving *(Weav)*		
Æthelmearc 1	A Hand A Day: Gothic Capitals *à la* Dürer *(Callig)*	Beginner Scribal Track: *The Book of Deer* *(Scribal Arts)*		It Begins With a Box And an X *(Illum)*	Basics of French Vine Style *(Illum)* **(1.5 hours)**
Æthelmearc 2	Drawing Islamic Geometric Patterns *(Illum)*		Create a White-Vine Stem Initial *(Scribal Arts)*	Those Damned Acanthus *(Illum)*	
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard	Family Point **Closed** *(Par/Ch Oth)* **(6 hours)**				
Youth University					
Teen University					
Teen Lounge					

Wednesday, August 05 ~ Additional Morning Classes

H&S: Yoga for All!, European Dance Tent at 7:30 AM, 1.5 hours

Perf:Reh: KWP *Twelfth Night* Rehearsals, Performing Arts at 8 AM, 4 hours

Event: Midrealm Order of Defense Meeting, Midrealm Royal at 8:30 AM

Comb:H: Knowne Worlde Ladies of the Rose Tournament , Battlefield West at 9 AM, 3 hours

Glass: Glass and Fire 101, Caravan Creations Artisans Studio at 9 AM, 2 hours

Sci: A Survey of the King's Bounty, University Point 2 at 9 AM, 12 hours

Par/Ch Oth: Family Point **Closed**, Family Point at 9 AM, 6 hours

Wood: Intro to "Medieval-Like" Woodworking Part 1 of 2, Hus Faerhaga: N8 at 9 AM, 3 hours

Mtg: Æthelmearc Order of the Mark Meeting, Aethelmaerc Royal Camp at 9 AM

Metal: Viking/Anglo-Saxon Metal Stamping &/or Tool Making, Ansteorra Royal - Haraldr's Workshop 2 at 9:30 AM, 6 hours

Event: Midrealm Pelican Meeting, Midrealm Royal at 9:30 AM, 1.5 hours

PA:B: Skaldic Scholarship: Translation for Performance, Kingdom Ansteorra - BFT at 10 AM, 1.5 hours

Event: Twenty-Seventh Annual Knowne World Children's Fête, Great Hall at 10 AM, 5 hours

Sci: Weed Walk, University Point at 10 AM, 2 hours

Hist:Asia: *Waka* : Japanese Poetry and Poetics, Clan Yama Kaminari (E03) at 10 AM, 2 hours

PA:B: Storytelling Academy, Minerva's Spindle at 10 AM

Comb:H: *Le Jeu de la Hache* : 15th-C Burgundian Poleax, University Battlefield at 10 AM, 1.5 hours

Costume: Beard and Hair Products Pre-1600, Cosmetica Obscura - Space 087 at 10 AM

Wood: Introduction to Dovetails, Woodworking - Barony of Thescorre N08 at 10 AM, 2 hours

Food: Concerning the Proper Use of Coffee, Debatable Lands (N10) On Fletcher's Road at 11 AM

Glass: Glass Animals 3, Caravan Creations Artisans Studio at 11 AM, 3 hours

Event: Midrealm Chivalry Meeting, Midrealm Royal at 11 AM, 1.5 hours

Metal: Basic Blacksmithing, Brandr Forge booth 75 at 11:30 AM

Par/Ch Oth: Children's Water Battle: Set-Up, Fort at 12 PM, 2 hours

Perf:Reh: *Commedia* All Stars **Dress Rehearsal On Stage** ., Performing Arts at 12 PM, 2 hours

Crafts: Beginner Nålbinding, Oslo Stitch, Fiber Arts Pavillion - Atlantean Royal at 12 PM, 2 hours

Cook: Frying Pan Bread and Pastries, East Kingdom Royal Kitchen at 1 PM, 2 hours

Metal: Chainmail Basics - Scalemail Pauldrons, RPG Maille at 1 PM, 4 hours

Costume: Stitches of Hallstatt, EPA&S 2, E23 block at 1 PM

Costume: Demystifying Iron Age European Trousers, EPA&S 1, E23 block at 1 PM

Mtg: Æthelmearc Gage Meeting, Aethelmaerc Royal Camp at 1 PM

Cook: Introduction to Medieval Cooking, Silverkeep, E-15, corner of Howard's Fenway and Great Northern Highway at 1 PM, 1.5 hours

Ebrdry: Mongol Embroidery Sampler & Lab Time, Black Mountain, Booth 86 at 1:30 PM, 2 hours

Wednesday, August 05 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
A&S 1	Basic Wire Working *(Jwlry)* **(3 hours)**		Wire Weaving Finishing *(Crafts)*		
A&S 2	Ka-Kha-Ga-Gha *(Rsrch)*		Webminister Meet-and-Greet / Social *(SCA)*		
A&S 3	English Rosaries and Paternosters *(Hist:Eur)* **(1.5 hours)**	Joan of Arc: Artillerist, Fraudbuster, and Saint *(Hist:Eur)*			
A&S 4	13th Century Syrian Incense - Make and Take *(Crafts)*				
A&S 5		Bidding the Bedes: Introduction to Paternosters *(Hist:Eur)*	Welsh Persona Meet-Up *(Psna)*		
A&S 6	Sex and Gender in the German Reformation - CCt *(Hist:Eur)*		Equestrian Games *(Game)*		
A&S 7	Kumihimo Basics: Flat 8-Strand Weave *(Cord)*	Book Lovers' Tea *(Mtg)*			
A&S 8		Pirates of the Mediterranean *(Rsrch)*			
A&S 9	My Ukulele Is a Guitar *(PA:O)*	Make and Take an Ottoman Shadow Puppet *(PA:B)*			
A&S 10	Amber: Northern Gold *(Crafts)*				
A&S 11	Building a Quern for Hand-Grinding Grain *(Food)*				
A&S 12	Help Me, Tempus, You're My Only Hope! *(Costume)*				
A&S 13	Planning a Feast *(Food)*	East Kingdom Blacksmiths Guild Annual Roundtable *(Metal)*			
Bog U		Revolution *(Mtg)*	Safely Foraging Local Mushrooms *(Sci)*		
University-Battlefield					
Battlefield Loud	*Commedia* All Stars **Rehearsal** *(Perf:Reh)*				
Performing Arts Rehearsal		Known World Recorder Ensemble *(PA:M)*			
Amphitheater		Pennsic Youth Theatre *(PA:T)*			*i Verdi Confusi* : War Week Follies *(Perf:Com)* **(1.5 hours)**
European Dance Tent	Grand Masked Ball Preparation *(Dance:Eur)* **(2 hours)**	Happy 16th Century Dancing Feet - *La Castellana* *(Dance:Eur)*	Graceful *Gracca Amorosa* *(Dance:Eur)*	Advanced English Country Dance Whirligig *(Dance:Eur)*	
Games	African Games: *Yote* and *Dara* *(Game)*		Pit and Stone Games (*Mancala*) *(Game)*		*Poch* *(Game)*
Middle Eastern	16th Century Ottoman Dance Reconstruction *(Dance:ME)*	Middle Eastern Melody and Drumming *(PA:M)*	Sword with Linwe *(Dance:ME)*		

Wednesday, August 05 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
Downtown Campus	The History of Clan Blue Feather *(SCA)* **(1.5 hours)**	Bardic Symposium #3: The Roles of a Bard *(PA:B)*			Recovery Meetings for All "Ladies" *(Mtg)*
Pine Box Traders					
Æthelmearc 1	Basics of French Vine Style *(Illum)* **(1.5 hours)**	Blackletter: Make It Better *(Callig)*	Kievan Rus Calligraphy *(Callig)*		
Æthelmearc 2	Discovering Drawing: Tonal-Based Shading *(Scribal Arts)*	*Indigo Sutras* : Illuminated Buddhist Manuscripts *(Illum)*	Discovering Drawing: Reversal Drawings *(Scribal Arts)*		
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard	Family Point **Closed** *(Par/Ch Oth)* **(6 hours)**				
Youth University					
Teen University					
Teen Lounge					

Wednesday, August 05 ~ Additional Afternoon Classes

Par/Ch Oth: Children's Water Battle, Fort at 2 PM

Crafts: Make a Bronze Age Pinch Pot, EPA&S 1, E23 block at 2 PM

Game: Drinking Games from Tang Dynasty China - CCt, Courtesan College - B03 at 2 PM

Metal: Fused Copper Chain, EPA&S 2, E23 block at 2 PM, 2 hours

Wood: Sharpening Everything for Woodworking, Hus Faerhaga: N8 at 2 PM

Mtg: Æthelmearc Order of the Chivalry Meeting, Aethelmaerc Royal Camp at 2 PM

Ebrdry: Introduction to Goldwork Embroidery, Fiber Arts Pavillion - Atlantean Royal at 2 PM, 4 hours

Par/Ch Oth: Children's Water Battle: Clean-Up, Fort at 3 PM

Hist:Eur: 16th-Century Western Pornography - CCt, Courtesan College - B03 at 3 PM, 2 hours

Glass: Making Glass Cabochons, Caravan Creations Artisans Studio at 3 PM, 2 hours

Crafts: Colors to Dye For: Beginning Natural Dyes, EPA&S 1, E23 block at 3 PM

Party: Crow Party!, Great Hall at 3:30 PM, 1.5 hours

PA:M: *Chorulus Pennsicus* Rehearsals, Camp Lochmere: N18 at 4 PM, 1.5 hours

H&S: Yoga for Anyone and Everyone: On Runestone Hill, Runestone at 4 PM

Mtg: 12-Step Meeting, Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign at 4 PM

Party: Annual Rose / Consort Happy Hour, Aethelmaerc Royal Camp at 4 PM, 2 hours

Hist:Eur: Transgender Knights and Lesbian Love Affairs - CCt, Courtesan College - B03 at 5 PM

Event: Ansteorra Chili Night, Kingdom Ansteorra - BFT at 6 PM, 2 hours

Court: Atlantia Royal Court, Great Hall at 6 PM

Event: Æthelmearc Seven Pearls Dinner, Aethelmaerc Royal Camp at 6:30 PM, 3 hours

Illum: Figure Drawing - CCt, Courtesan College - B03 at 7 PM, 2 hours

Sci: *De la Stella Fisse* : The First Celestial Atlas, A&S 5 at 8 PM

Event: Pennsic Grand Masked Ball, European Dance Tent at 9 PM, 3 hours

PA:M: Renaissance Music Mixed Consort Play Session, Battlefield Loud at 11 PM, 1.5 hours

Thursday, August 06 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
A&S 1		Hip to Be Square *(Costume)*	Votive Offerings: Symbolic Gifts for the Gods *(Hist:AME)*	Minoan Garb and Bronze Age Internationalism *(Rsrch)*	
A&S 2		Boss Babes of Ancient North Africa *(Hist:AME)*		Christian African Empires in the Middle Ages *(Hist:AME)*	
A&S 3			Recreating the Skjoldehamn Belt *(Costume)*		
A&S 4	TEA 101: A Tasty History of Tea *(Hist:Asia)*		13th Century Syrian Incense - Make and Take *(Crafts)*		
A&S 5	Renaissance Venice by the Colors: Sumptuary Survey *(Costume)*	Renaissance Italian *Camicia* (Shift/Chemise) *(Costume)*	Broxmouth Hillfort *(Hist:Eur)*		
A&S 6					
A&S 7		Counting Sheep: A Brief History of Numbers *(Sci)*			
A&S 8					
A&S 9			Children's Choir *(PA:M)*	Writing Period-Style Ballads *(PA:M)*	Come Play With Us: *Isaac!* *(PA:M)*
A&S 10		Natural Cordage Making *(Cord)*			
A&S 11		Trapezoidal Pouch Class *(Crafts)*			
A&S 12	So you want to build a Pennsic/Event Home *(SCA)*	How to Research on the World Wide Web *(Rsrch)*	Magic as a Performing Art *(PA:O)*		
A&S 13	Cinnamon *(Food)*	Medieval Cryptology: An Introduction *(Hist:Eur)*	Medieval and Renaissance Venetian Architecture *(Hist:Eur)*		Making *Makgeoli*, Korean Rice Wine *(Food)*
Bog U					
University-Battlefield					
Battlefield Loud					
Performing Arts Rehearsal	Youth Instrumental Consort Rehearsal *(Perf:Reh)*				
Amphitheater			Iron *Commedia* Workshop (Amphitheater) *(PA:C)* **(4 hours)**		
European Dance Tent		All Ages Revel *(Event)*		Advanced Dance: *Fia Guilemina* for Four *(Dance:Eur)*	
Games		Ancient Games: The *Royal Game of Ur* *(Game)*		Ancient Games: *Senet* *(Game)*	
Middle Eastern	QiGong *(H&S)*	Tai Chi for Beginners *(Mrtl)*	Arabic Hip Movements *(Dance:ME)*		

Thursday, August 06 ~ Morning

	9:00 AM	10:00 AM	11:00 AM	12:00 PM	1:00 PM
Downtown Campus		To the Moon: Concepts of Period Space Travel *(Hist:Eur)*			Food and Feasting for Newcomers *(SCA)*
Pine Box Traders			Inkle Weaving Basics *(Weav)*		Tapestry Frame Weaving Basics *(Weav)* **(1.5 hours)**
Æthelmearc 1		Beginner Scribal Track: *The Book of Deer (Scribal Arts)*		Ask a Scribe *(Callig)*	
Æthelmearc 2	Drawing Islamic Geometric Patterns *(Illum)*		Open Scribal Time *(Illum)*		
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University	Make an Anglo-Saxon Brooch or Pendant *(Jwlry)*	Dragon Puppets *(Crafts)*		Quiet Lunchtime Crafting *(Par/Ch Crft)*	
Teen University	Needlefelting for Teens *(Crafts)*		Meet the Onion Flute (and the Kazoo Zoo)! *(PA:M)*	Intro to All Things Scribal (For Teens)! *(Scribal Arts)*	
Teen Lounge					

Thursday, August 06 ~ Additional Morning Classes

H&S: Yoga for All!, European Dance Tent at 7:30 AM, 1.5 hours

Perf:Reh: KWP *Twelfth Night* Night Rehearsal, Performing Arts at 8 AM, 4 hours

Glass: Glass and Fire 101, Caravan Creations Artisans Studio at 9 AM, 2 hours

Par/Ch Oth: Toddler Playgroup, Family Lounge at 9 AM, 2 hours

Wood: Intro to "Medieval-Like" Woodworking, Part 2 of 2, Hus Faerhaga: N8 at 9 AM, 3 hours

Par/Ch Crft: EK Day, Family Point at 9 AM

Psna: Courtesan Persona 101 - CCt, Courtesan College - B03 at 10 AM, 2 hours

Sci: Weed Walk, University Point 2 at 10 AM, 2 hours

Event: Collegiate A&S Competition, Great Hall at 10 AM, 2 hours

Scribal Arts: *Ebru* : Turkish Art of Marbling, Griffin's Hoard - merchants at 10 AM, 2 hours

PA:M: Moving Your Harp Technique to the Next Level, Du Puy Creations Merchant Booth at 10 AM

Par/Ch Crft: Roman Mosaics, Family Point at 10 AM

PA:B: Storytelling Academy, Minerva's Spindle at 10 AM

Costume: Botanical Blushes, Cosmetica Obscura - Space 087 at 10 AM

Food: Concerning the Proper Use of Coffee, Debatable Lands (N10) On Fletcher's Road at 11 AM

Glass: The Beads of Birka and Ribe, Caravan Creations Artisans Studio at 11 AM, 2 hours

Par/Ch Crft: Preschool Playgroup, Family Lounge at 11 AM, 2 hours

Par/Ch Crft: EK Day, Family Point at 11 AM

Perf:Reh: Known World Choirs Recording and Rehearsal, Performing Arts at 12 PM, 2 hours

SCA: Sign Language Ice Cream Social, Ice Cream Shop by Cooper's Store at 12 PM

Comb:Y: Youth Armored Combat Castle Battle, Fort at 12 PM, 4 hours

Ebrdry: *Opus Anglicanum* Goldwork Embroidery, Fiber Arts Pavillion - Atlantean Royal at 12 PM, 2 hours

Par/Ch Crft: Quiet Lunchtime Crafting, Family Point at 12 PM

PA:M: Viola da Gamba Reading Session, Cafe Merhaba at 1 PM, 2 hours

PA:M: Intro to Split Finger Drumming, Touch the Earth at 1 PM

Sci: Moon Phase Munchies, Family Point at 1 PM

Glass: Bubble Dot Beads, Caravan Creations Artisans Studio at 1 PM, 2 hours

Event: Royal Consorts' Tea Hosted by the Middle Kingdom, Midrealm Royal at 1 PM, 1.5 hours

Thursday, August 06 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
A&S 1					
A&S 2					
A&S 3					
A&S 4					
A&S 5					
A&S 6					
A&S 7					
A&S 8					
A&S 9	Scottish Gaelic Songs *(PA:B)*				
A&S 10					
A&S 11					
A&S 12	East Kingdom Brewers' Roundtable *(Food)*				
A&S 13	East Kingdom Brewers' Panels *(Food)*				
Bog U			Trees of Pennsic *(Sci)*		
University-Battlefield					
Battlefield Loud	*Commedia* All Stars **Rehearsal** *(Perf:Reh)*				
Performing Arts Rehearsal					
Amphitheater	Iron *Commedia* Workshop (Amphitheater) *(PA:C)* **(4 hours)**	Pennsic Youth Theatre *(PA:T)*	Iron *Commedia* - Performance *(Perf:Com)*	*i Verdi Confusi* : Closed Dress Rehearsal *(Perf:Reh)*	
European Dance Tent	*Cuckolds all a Row* and *Picking of Sticks* *(Dance:Eur)*	Beginner Dance: English Country *(Dance:Eur)*	Known World Dance and Music Symposium Info Session *(Dance:Eur)*	Meet-the-Dance-Faculty Social *(Dance:Eur)*	KW Choirs' Concert Warmup in the Dance Tent *(Perf:Reh)*
Games					
Middle Eastern	Bellydance Crash Course - Part 2 *(Dance:ME)*		Advanced Zills: For Performance *(Dance:ME)*		

Thursday, August 06 ~ Afternoon

	2:00 PM	3:00 PM	4:00 PM	5:00 PM	6:00 PM
Downtown Campus		Bardic Symposium #4: Research vs Creativity *(PA:B)*			
Pine Box Traders	Tapestry Frame Weaving Basics *(Weav)* **(1.5 hours)**	Kumihimo Basics *(Cord)*			
Æthelmearc 1					Æthelmearc Scribal Tent Early Cleanup *(Other)* **(2 hours)**
Æthelmearc 2					
Æthelmearc 3					
Family Point					
Family Point Lounge					
Family Point Courtyard					
Youth University					
Teen University	Thread-Woven Buttons for Teens *(Costume)*				
Teen Lounge					

Thursday, August 06 ~ Additional Afternoon Classes

Event: Lost and Found Auction, Great Hall at 2 PM, 4 hours

Weav: Basics of Tapestry Weaving, Du Puy Creations Merchant Booth at 2 PM

Par/Ch Crft: EK Day, Family Point at 2 PM

Party: Knowne Worlde Courtesans' Social - CCt, Courtesan College - B03 at 3 PM, 2 hours

Glass: Wig Wag Beads, Caravan Creations Artisans Studio at 3 PM, 2 hours

Par/Ch Crft: EK Day, Family Point at 3 PM

Costume: Skintone Makeup Around the World, Cosmetica Obscura - Space 087 at 4 PM

Court: Æthelmearc Rhydderich Hael Court, Aethelmaerc Royal Camp at 4 PM, 3 hours

Spin: Retrieving Retted Flax at Pennsic, Fiber Arts Pavillion - Atlantean Royal at 4 PM

Mtg: Æthelmearc Order of Defense Meeting, Aethelmaerc Fire Pit at 5 PM

Court: Northshield Royal Court, Northshield Royal - E02 at 6 PM

Court: Trimaris Royal Court, Trimaris Royal at 6 PM

Glass: The Decorated Bead, Caravan Creations Artisans Studio at 6 PM, 2 hours

Court: Calontir Royal Court, Calontir Royal at 6 PM, 2 hours

Court: Ansteorra Court, Kingdom Ansteorra - BFT at 6:30 PM

Court: Midrealm Royal Court, Great Hall at 6:30 PM, 2.5 hours

Party: Clan Blue Feather Encampment Party, Clan Blue Feather E12 at 8 PM, 4 hours

Party: Calontir Party, Calontir Royal at 8 PM, 4 hours

Sci: Astronomy and Power, A&S 5 at 8 PM

Dance:Eur: Open Dancing by Request, European Dance Tent at 9 PM, 3 hours

CALLIGRAPHY

A Hand A Day: Court Hand
armiger urraca beatriz botelho Aethelmearc 1 hour
Tue Aug 4 9:00 AM - 10:00 Æthelmearc 1

An intro to English Court hand for calligraphers: what makes it special, why it was **banned** (post period), and how to do a legible version for SCA scrolls.

Anyone is welcome, though a little bit of experience helps. Handouts will be provided, as will markers for newcomers. I encourage you to bring calligraphy materials if you have them.

There will be an optional calligraphy kit available for $10, including 4 nibs, ink, cleaner, a holder, and a mechanical pencil, with droppers and a ruler potentially available.

A Hand A Day: Early Gothic *Ductus*
Dylyedog Ceindrech verch Elidir Aethelmearc 1 hour Fri Jul 31 9:00 AM - 10:00 Æthelmearc 1
Handouts Limit 20
Materials Limit 30 $10.00 4 nibs, a nib holder, mechanical pencil, ink, ink cleaner, pipette and ruler in a pen case.

Calligraphy hands have many variations, and sometimes a scroll needs lettering to perfectly match an exemplar. Finding variations of letters and interpreting the script allows us to create a *ductus* specifically for one manuscript. At the same time, we will be learning one variation of Early Gothic. Calligraphy kit available or bring the one you bought a prior day. 30 kits will be available starting on the first day of Hand A Day.

A Hand A Day: Gothic
Oyama Michiharu Aethelmearc 1 hour Sat Aug 1 9:00 AM - 10:00 Æthelmearc 1

Part of the Hand A Day series - come learn Gothic! Just three basic strokes make up all of the Gothic hand. No prior experience or neat handwriting needed. Calligraphy kits are available or bring the one you bought a prior day. 30 kits will be available starting on the first day of Hand A Day.

A Hand A Day: Gothic Capitals *à la* Dürer
Mistress Alicia Langland Aethelmearc 1 hour
Wed Aug 5 9:00 AM - 10:00 Æthelmearc 1
Handouts Limit 10 $1.00
Materials Limit 10 $1.00 Fee covers handout and supplies

Published in 1525, Albrecht Dürer's treatise "Of the Just Shaping of Letters" includes a version of capital letters to accompany his lowercase forms. But - alas! - there are no arrows or lines to show us how to move our pen! Together, we will create our own ductus for this alphabet and use it to shape our letters. Students will leave with an understanding of the order and direction of strokes and how changing the order results in a variety of letters. Familiarity with writing blackletter/Gothic Textura Quadrata is helpful but not essential. An online version of Dürer's treatise can be found at https://www.gutenberg.org/files/37103/37103-h/37103-h.htm. All materials provided. Students may purchase marker for additional fee.

A Hand A Day: Rotunda
Mistress Alicia Langland Aethelmearc 1 hour
Mon Aug 3 9:00 AM - 10:00 Æthelmearc 1
Handouts Limit 10 $1.00

Rotunda is a graceful, easy-to-read script that pairs well with later-period illumination styles such as White Vine and *Trompe l'Oeil* (aka "Squashed Bug"). Using the 15th-century Italian *Caporali Missal* as our exemplar, students will use a calligraphy marker to learn the techniques needed to write this script successfully. Images of the manuscript can be viewed online at https://www.clevelandart.org/art/2006.154. All materials provided. Students may purchase marker for additional fee.

A Hand A Day: Uncial
Dylyedog Ceindrech verch Elidir Aethelmearc 1 hour
Thu Jul 30 9:00 AM - 10:00 Æthelmearc 1
Handouts Limit 20
Materials Limit 30 $10.00 4 nibs, a nib holder, mechanical pencil, ink, ink cleaner, pipette and ruler in a pen case.

Uncial is a foundational hand that is easy to learn and helpful for learning other more difficult rounded hands. No prior calligraphy skills required. This is the first in a series of hands and will also introduce you to dip pens and nibs. The calligraphy kit supply is only needed once, and a total of 30 will be available at war. If you have your own calligraphy pens please bring a 2.5 mm nib to fit the practice pages. For beginners who just want to try this, there will be markers available as well.

Ask a Scribe
Mistress Liadhain Aethelmearc 1 hour
Tue Jul 28 3:00 PM - 16:00 Æthelmearc 1
Wed Jul 29 4:00 PM - 17:00 Æthelmearc 2
Fri Jul 31 4:00 PM - 17:00 Æthelmearc 2
Sun Aug 2 4:00 PM - 17:00 Æthelmearc 1
Thu Aug 6 12:00 PM - 13:00 Æthelmearc 1

These are informal drop-in classes for any scribe who's looking for advice, guidance, or help with any aspect of calligraphy and/or illumination. Several different experienced scribes will be hosting these sessions during Peace Week and War Week.

Beginning Blackletter
Sir Aengus MacBain Aethelmearc 1 hour
Mon Aug 3 1:00 PM - 14:00 Æthelmearc 2
Handouts Limit 10

This class will introduce students to Blackletter. We will discuss when it was used, the strokes necessary to form the letters, proper line and character spacing, layout and execution of the letterforms. Bring your favorite pen or nib and nib holder.

Blackletter: Make It Better
Lady Alyssa of Foxvale Northshield 1 hour
Wed Aug 5 3:00 PM - 16:00 Æthelmearc 1

Principles of blackletter, common mistakes, and points of interest in various kinds of blackletter used in manuscripts. If you have tried blackletter but have not enjoyed the result, please join us at this class. If you have not tried it but want to start it right way, come and get some experience.

Calligraphy Basics
Lady Alyssa of Foxvale Northshield 1 hour
Tue Aug 4 3:00 PM - 16:00 Æthelmearc 1

Calligraphy basics: hand movement, strong and accurate strokes, basic terms and exercises for beginners.

Calligraphy for Little Hands
Point No Kingdom 1.5 hours
Wed Jul 29 9:00 AM - 10:30 Family Point

Explore the art of calligraphy by tracing medieval alphabets in sand, on whiteboards, and on paper.

Kievan Rus Calligraphy
Voyevoda Lada Monguligin East 1 hour
Wed Aug 5 4:00 PM - 17:00 Æthelmearc 1
Handouts Limit 10 $2.00

You will learn to write using the Cyrillic alphabet in the style of medieval manuscripts of the Kievan Rus. Please bring your own scribal materials: paper, pen and ink and/or calligraphy marker, pencil and ruler. Handouts will be provided.

Lombardic Capitals
Dame Matildis la Libraire Midrealm 1.5 hours
Thu Jul 30 11:00 AM - 12:30 Æthelmearc 1
Thu Jul 30 1:30 PM - 15:00 Teen University
Mon Aug 3 2:00 PM - 15:30 Æthelmearc 1
Handouts Limit 10 $5.00
Materials Limit 10

Lombardic capitals have been in use since at least the 1200s. This class offers one approach to drawing and painting them, and discusses several possible applications. Students will make and take an artist trading card with one or more painted initials in red, blue, and gold. Handouts may be used in class for free, purchased to take home, or are available for free download from the instructor's shared Google Drive folder.

Maybe It's Not (All) My Fault
Maitresse Yvianne de Castel d'Avignon Aethelmearc 1 hour
Fri Jul 31 2:00 PM - 15:00 Æthelmearc 2

Sometimes a simple change can lead to dramatic improvements. Join us as we discuss some of the factors that can influence your calligraphy: materials, technique or even Titivillus

Using an Ames Lettering Guide
Dame Matildis la Libraire Midrealm 1 hour
Wed Jul 29 9:00 AM - 10:00 Æthelmearc 1
Wed Jul 29 11:00 AM - 12:00 Family Point Courtyard
Sun Aug 2 3:00 PM - 16:00 Æthelmearc 1
Handouts Limit 10
Materials Limit 10 $5.00 A limited number of new Ames lettering guides will be available for purchase. Purchase is not required to participate in this class.

Learn to use this drafting tool to create parallel lines for evenly spaced calligraphy, perfect diapering grids, and more. A limited number of lettering guides will be made available for purchase.

YouthU Calligraphy Exploration
Point No Kingdom 1.5 hours
Wed Jul 29 9:00 AM - 10:30 Youth University

Explore medieval writing with tracing and copying activities. Learn to sign your name as your persona would!

COMBAT: ARCHERY

12th Pennsic Period Shoot
Lord Casimir Sarkastyczny East 3 hours
Sun Aug 2 8:00 AM - 11:00 Blue Archery Field

This is the 12th annual special archery shoot for those with matching garb and gear for a specific time / place / culture. Prizes will be awarded for the best ensemble and best score. The ranges will offer a variety of period-style targets, many of which are not often seen elsewhere and pose unusual challenges. Standard rules for period equipment: no plastic nocks on arrows; no risers, shelves, or sights on bows. Last year it was possible to participate in this shoot as well as another elsewhere on the range running at the same time.

Archery Champions' Practice
Maistro Aloysius Sartore East 2 hours
Sat Aug 1 5:00 PM - 19:00 Archery Field
Sun Aug 2 5:00 PM - 19:00 Archery Field
Mon Aug 3 5:00 PM - 19:00 Archery Field

None

Archery Champions' Shoot
Lord Casimir Sarkastyczny East 12 hours
Tue Aug 4 8:00 AM - 20:00 Archery Field

Archery Champions will shoot as a team for points.
Muster at 8am
Tourney start 9am
Lunch about 1pm
Finish 3pm

Archery in Combat
Baron Charles O'Connor Aethelmearc 1 hour
Fri Jul 31 9:00 AM - 10:00 A&S 3
Mon Aug 3 9:00 AM - 10:00 A&S 3

This class will deal with the various ways archery was used in the warfare of the Middle Ages and Renaissance. It will cover: massed fire, targeted shooting, siege, and reconnaissance. Examples from each area will be followed with experiences from the instructor's time doing combat archery in the Society.

Archery Long Distance Shooting
Master Kusunoki Yoshimoto East 1.5 hours
Tue Jul 28 3:00 PM - 16:30 White Archery Field
Wed Jul 29 3:00 PM - 16:30 White Archery Field
Thu Jul 30 3:00 PM - 16:30 White Archery Field
Fri Jul 31 3:00 PM - 16:30 White Archery Field

Long distance shooting from 140 to 50 yards from various positions.

Archery Marshal and MIT Orientation
Lord Casimir Sarkastyczny East 1 hour
Mon Jul 27 12:30 PM - 13:30 Archery Marshalls Tent

All archery marshals are required to attend just **one** orientation meeting. This meeting is to explain Pennsic-specific rules, the ranges, and scoring. You're welcome to bring MITs and attend as many sessions as you want. We want you to learn the scoring system to make getting the totals faster, easier and more accurate.

Archery Marshal and MIT Orientation

Lord Casimir Sarkastyczny East 1 hour
Wed Jul 29 10:00 AM - 11:00 Archery Marshalls Tent
Fri Jul 31 3:00 PM - 16:00 Archery Marshalls Tent
Sun Aug 2 2:00 PM - 15:00 Archery Marshalls Tent
Wed Aug 5 8:30 AM - 09:30 Archery Marshalls Tent

All Archery Marshals are required to attend **one** orientation meeting. This meeting is to explain Pennsic-specific rules, the ranges, and scoring.

Archery Populace War Point Shoot

Lord Casimir Sarkastyczny East 4 hours Fri Aug 7 9:00 AM - 13:00 Archery Field

Format: The Pennsic Populace Archery War Point consists of three separate shoots. Each shoot is worth 1 War Point for a total of 3 War Points. The winner of each shoot is determined by total number of points tallied by archers over the course of the War. Scores will be tallied each day and posted in the Marshals' Tent. Any member of the populace may participate.

Multiple individuals may share a bow; however, it must be inspected with each user to ensure safety.

Description: There are 4 parts to the populace shoot.

Castle Clout Shoot (1 War Point): The target is a simulated castle turret. Archers will be shooting at about 100 yards into a square of approximately 27 feet by 27 feet giving an approximate area of 729 square feet. There will be a moat monster protecting the castle in front at about 50 yards. This is an untimed shoot; archers are allowed 6 arrows or bolts. Scoring for this shoot is as follows:
1 point for inside the moat.
2 points for hitting the moat monster.
3 points for inside the castle.
4 points for hitting objects inside the castle.

Soldier Shoot (1 War Point): The archers will shoot 6 arrows or bolts, untimed, at the soldiers that are invading. These targets will be set at approximately 15 yards, 35 yards, 45 yards, and 55 yards. Any arrow or bolt hitting the painted portion of the target scores as follows:
1 point for the 15-yard target.
2 points for the 35-yard target.
3 points for the 45-yard target.
4 points for the 55-yard target.

Castle Window Shoot (1 War Point): Archers will shoot 6 arrows or bolts, untimed, at a castle window located between 25 and 35 yards. The castle window will be at least 8 inches wide and 36 inches tall. There will be an object inside the castle window. Scoring will be as follows:

1 point for each arrow or bolt inside the castle window.
2 points for each arrow or bolt inside the object in the castle window.

Archery Populace War Point Shoot 53

Lord Casimir Sarkastyczny East 6 hours
Sun Aug 2 11:00 AM - 17:00 Archery Field
Mon Aug 3 11:00 AM - 17:00 Archery Field
Wed Aug 5 11:00 AM - 17:00 Archery Field
Thu Aug 6 11:00 AM - 17:00 Archery Field

Format: The Pennsic Populace Archery War Point consists of three separate shoots. Each shoot is worth 1 War Point for a total of 3 War Points. The winner of each shoot is determined by total number of points tallied by archers over the course of the War. Scores will be tallied each day and posted in the Marshals' Tent. Any member of the populace may participate.

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4 points for the 55-yard target.

Castle Window Shoot (1 War Point): Archers will shoot 6 arrows or bolts, untimed, at a castle window located between 25 and 35 yards. The castle window will be at least 8 inches wide and 36 inches tall. There will be an object inside the castle window. Scoring will be as follows:

1 point for each arrow or bolt inside the castle window.
2 points for each arrow or bolt inside the object in the castle window.

Archery Practice Range Break Down

Lord Casimir Sarkastyczny East 3 hours
Thu Aug 6 1:00 PM - 16:00 Training Archery Range

Help us get a head start on the full range breakdown. We are still shooting war points on Friday!

Archery Range Set-Up

Lord Casimir Sarkastyczny East 3 hours
Mon Jul 27 9:30 AM - 12:30 Archery Field

Many hands make light work. Come out to help set up the Archery Range. You do **not** need to be a marshal to help; we welcome one and all.

Archery Range Strike

Lord Casimir Sarkastyczny East 3 hours
Fri Aug 7 1:00 PM - 16:00 Archery Field

Many hands make light work. You do **not** need to be a marshal to help; all are welcome. Snacks provided.

Archery Target Roundtable

Lady Dessa de Falco Atlantia 1 hour
Wed Jul 29 11:00 AM - 12:00 Archery Marshalls Tent

This is a round table discussion of construction, design, and building targets. In addition, we'll address materials, instructions for each target, and the order of flow for a shoot. What do you love? What do you hate? Bring your ideas and let's discuss how to make these competitions fun and seamless.

Archery: Heroic Head-to-Head War Point Shoot

Maistro Aloysius Sartore East 2 hours
Sun Aug 2 9:00 AM - 11:00 Purple Archery field

Fifteen targets downrange. Equal but varying unknown ranges between 10 and 35 yards on either side of the center target. There will be a combination of moving targets, ground targets, off ground targets and wand type targets. It will be a moving range, as in the shooters will have to move from post to post to shoot at their corresponding targets. Each shooter will have seven targets to hit and then a final target to finish on. Whoever hits all seven of their side's targets and the center target first wins. There will not be a limit to the amount of time or arrows/bolts one will use. The head-to-head will not stop until the last target is hit or both archers run out of useable arrows/bolts. Archers are advised to have backup arrows/bolts ready in case their quiver runs empty and a person designated to refill their quiver during the head-to-head if needed.

Atl-Atl Clout Throw

Lord Casimir Sarkastyczny East 2 hours
Thu Jul 30 9:00 AM - 11:00 White Archery Field

Atl-Atl Clout Throw.

Baroness's Bauble Bonanza

HE Nessa von Metten Midrealm 1 hour
Thu Aug 6 10:00 AM - 11:00 Gold Archery Field

The Baroness has lost the baubles on her coronet. Can you help her collect them? Come join the Baroness for a fun kids' shoot where everyone gets to shoot and no one leaves empty-handed.

Childrens Safari Animal Shoot

Master Godric of Hamtun East 1.5 hours
Mon Aug 3 1:00 PM - 14:30 Blue Archery Field

Children from 6 to 16 will be allowed 6 arrows each to shoot at a collections of stuffed animals. Once a child has hit an animal that shooter will step back from the line and wait until all bow down is called. Then when retrieval is called each archer will collect their arrows and the animal that they hit as a prize. If multiple archers hit the same animal the first hit is the one that is counted. The marshal will make final determinations.

Coke vs Moxie Archery Shoot

Lady Isabella Altoviti East 1 hour
Wed Aug 5 11:00 AM - 12:00 Blue Archery Field

Do you have Moxie or are you Classic like Coke? Enjoy a bubbly option for a refreshing novelty shoot.
This shoot is for all ages!

Intercollegiate Tournament: Target Archery

Noble Woad Indigo Lapis Azure Midrealm 2 hours
Wed Aug 5 12:00 PM - 14:00 Blue Archery Field

Come join the SCA college network in the second ever intercollegiate/interkingdom tournament! Only bows. Number of shoots is dependent on number of participants. Entrants must be 18-25 years old or enrolled in post-secondary education. Cannot have a grant-level or higher award in archery.

Intermediate Archery: Royal Rounds and Practice

Chris Lestrange Atlantia 2 hours
Tue Jul 28 7:00 AM - 09:00 Archery Field
Wed Jul 29 7:00 AM - 09:00 Archery Field
Thu Jul 30 7:00 AM - 09:00 Archery Field
Fri Jul 31 7:00 AM - 09:00 Archery Field
Mon Aug 3 7:00 AM - 09:00 Archery Field
Wed Aug 5 7:00 AM - 09:00 Archery Field

Early morning archery practice. Archers must bring their own equipment. Class is for hands-on learning of how practice can make you better. Royal rounds will be available if requested, although if you come from outside of Atlantia, you'll need your own marshal to call your scores in.

Known World Baronial Archery Champions' Tourney

Baniarla Aibhilin ni Dhomhnaill Midrealm 2 hours
Sun Aug 2 1:00 PM - 15:00 Blue Archery Field

Calling all baronial archery champions to join us for our Tenth Annual Known World Baronial Archery Champions' Shoot-Off. This is a friendly competition among all current baronial archery champions (youth and adult) as well as for Shire, Canton, Riding, and Marche champions. Barons/Baronesses (or group Seneschal if not a barony) are requested to come join, as well. No pre-registration is required.

KW Baronial Archery Shoot Set-up

Lord Casimir Sarkastyczny East 1 hour
Sun Aug 2 12:00 PM - 13:00 Blue Archery Field

Set up the range for the baronial archery champions' shoot.

Peace Week Archery Practice

Lord Casimir Sarkastyczny East 4 hours
Wed Jul 29 11:00 AM - 15:00 Archery Field
Thu Jul 30 11:00 AM - 15:00 Archery Field
Fri Jul 31 11:00 AM - 15:00 Archery Field

Warm up, practice shoot, and have fun on the archery range: Peace Week, Wednesday through Friday.

Pennsic Flight Shoot

Bagsh Naran Numuchi Atlantia 2 hours
Fri Jul 31 9:00 AM - 11:00 Archery Field

Pennsic Flight Shoot: prizes for period handbow, open/period crossbow, open handbow.

Testosterone-Free Toxophilites

HE Nessa von Metten Midrealm 2 hours
Wed Aug 5 2:00 PM - 16:00 Blue Archery Field

Come all bowwomen, archeresses, and huntresses alike - present yourself to the range and enjoy a shoot with the ladies. Open to females/female-presenting persons.

Thumb-Ring Archery

Bagsh Naran Numuchi Atlantia 1.5 hours
Fri Jul 31 11:00 AM - 12:30 Red Archery Field
Mon Aug 3 10:00 AM - 11:30 Red Archery Field
Wed Aug 5 10:00 AM - 11:30 Red Archery Field

Learn how to size and fit a ring to your thumb, the mechanics of the draw, and release. Naran Bagsh has been studying Mongol and Turkish Archery for over 25 years, and received his Laurel in part for those studies. You will need a bow with no shelf that will accommodate a draw at least 3" longer than your current draw length, and arrows longer than that. Loaner rings will be provided.

Ullr's Games: A Known World Archery Challenge
Lord Casimir Sarkastyczny East 6 hours
Sat Aug 1 10:00 AM - 16:00 Archery Field

Novelty shoot for 4 to 8 archers. **Must** bring your own marshal who can shoot with the group. Prizes for top finishers for each RR ranking.

War Week Archery Practice
Lord Casimir Sarkastyczny East 2 hours
Mon Aug 3 9:00 AM - 11:00 Archery Field

Warm up, practice shoot, and have fun on the Archery Range. Clout will be available after 11 am.

War Week Archery Practice
Lord Casimir Sarkastyczny East 2 hours
Sun Aug 2 9:00 AM - 11:00 Archery Field
Wed Aug 5 9:00 AM - 11:00 Archery Field
Thu Aug 6 9:00 AM - 11:00 Archery Field

Warm up, practice shoot, and have fun on the Archery Range.

COMBAT: HEAVY

***Kamikaze* Battle**
Benjamin Black von Mosta East 2 hours
Sat Aug 1 1:00 PM - 15:00 Fort

The largest non-War Point battle of Pennsic! Two-hour unlimited resurrection battle. No War Points, no prizes, just fighting.

***Le Jeu de la Hache* : 15th-C Burgundian Poleax**
Sgt Pharamond de Flandres Midrealm 1.5 hours
Wed Aug 5 10:00 AM - 11:30 University Battlefield

An introduction and overview of the 15th century Burgundian manual "Le Jeu de La Hache" concerning the use of the knightly poleaxe. History of the weapon and author, discussion and demonstration of specific techniques, attacks and counters, and adaption to SCA Armored Combat. Students will be taught a historical drill/exercise of the axe as well as several plays and counters. This class will be **non-contact**, followed by an opportunity for full contact instruction/free play. Students should bring a **polearm** (any style, though a poleaxe would be most appropriate), **gauntlets** are also highly encouraged! If you wish full-contact instruction or free play, then full armor is required.

A Tournament of Chivalry
Bennett Weissenstein Midrealm 4 hours
Tue Jul 28 10:00 AM - 14:00 Armored List Green

An Exploration of Chivalry
Knights of the known world, a collection of squires will be conducting armor inspections Tuesday of Peace Week at the hour of noon and will then commence practicing. Absent your guidance we will train ourselves… you can predict how that will go.
We will provide refreshment in exchange for guidance and wisdom. Please, come fight with us, share your thoughts, and avoid the hassle of last-minute armor inspections.
Squires of the Middle and East, before we make war upon one another, let us first celebrate what unites us; a path far more similar than different, a common desire to improve and understand, a shared confusion, a burning need to hit things with sticks. Let us show ourselves to be capable of organizing an event, hosting those who hold our fealty and aiding the ministers of the lists that allow us the freedom to practice our art. Join me on the field. Hey, all you other squires of the known world… you can show up too.
Roses from any kingdom whatsoever, should you be unentertained, desirous of bestowing your guidance, or peckish as you wander by, please grace us with your attention and refresh yourselves at the table we shall provide.
Ministers of the lists, thank you so very much for the effort you exert on behalf of our enjoyment. Please let us know what we can do for you.

Coaches' Corner Fight Practice
King Louis LeCoffrier Midrealm 5 hours
Tue Jul 28 12:00 PM - 17:00 Armored List
Wed Jul 29 12:00 PM - 17:00 Armored List
Thu Jul 30 12:00 PM - 17:00 Armored List
Fri Jul 31 12:00 PM - 17:00 Armored List

Coaches Corner pick-up and training time - best teachers and fighters in the known world! This is aimed at anyone that wants to practice, learn, teach, or is just looking for sparring time with friends across the Known World. We will bring some ladders for drills, etc. This is open to everyone - armored and rapier. Please join us and come have some fun.
For detailed class schedule see Facebook group SCA Coaches Corner - Discussion Group.

Combat of the Thirty
Duke Maynard von dem Steine Aethelmearc 2 hours
Sun Aug 2 6:00 PM - 20:00 Battlefield North

This is a 14th-century, 30-versus-30 deed of arms inspired by the original Combat of the Thirty between French and English forces that occurred in 1351. Combat standards are a modified counted-blow scenario that employs rules for capturing opponents and ransoming of captured parties. Participants must be acceptable to the captains of the French and English forces. You do not have to be invited to participate but your armor and weapons must meet the requirements of the tournament. Armor must be a reasonable attempt at a complete 14th-century harness. Weapons are restricted to ones that closely resemble their medieval counterparts. Final say on weapons and appropriate harness will be at the sole discretion of the captains.
Requirements: All participants must wear a 14th-century kit. Greaves are required and all are encouraged to wear chausses and braies. All weapons must closely resemble their medieval counterpart and are restricted to bastard swords, pole-arms of period design (axes, hammers, etc.), spears under 6 feet, daggers and single-handed swords. All participants should be prepared to pay a ransom that they feel is appropriate to their station in the event that they are "captured" during this deed of arms. Rules of combat will be explained to all combatants before the battle begins.

Dwarves vs. Giants
Master Cariadoc West 2 hours
Thu Aug 6 2:00 PM - 16:00 Armored List White

This is a series of combats, mêlées, and insults between fighters five and a half feet and under and fighters six and a quarter feet and over.

Heavy Weapons Graybeard Tournament
Master Nyilas Kazmer Midrealm 2 hours
Wed Aug 5 3:00 PM - 17:00 Armored List White

Open to heavy weapons authorized fighters age 50 years and above. Over 60 and over 70 divisions may be formed depending on the turnout. Format is pooled round-robin but may vary based on number of entrants. Sponsored by the Kingdom of Æthelmearc.

Intercollegiate Tournament: Armored
Noble Woad Indigo Lapis Azure Midrealm 2 hours
Mon Aug 3 1:00 PM - 15:00 Armored List Green

Join the SCA college network in the second ever intercollegiate/interkingdom tournament! Entrants must be 18-25 years old or enrolled in post-secondary education. A game-style tournament. All weapons must be under 6 feet in length. Participants cannot have a grant-level or higher award in armored fighting.

Known World Baronial Armored Champions Tournament
Valka Iansdottir Midrealm 3 hours
Wed Aug 5 9:00 AM - 12:00 Armored List Green

A tournament where the armored champions of the baronies of the Known World come together to test their prowess, meet and learn from other champions, and answer questions asked by the assembled baronage.

Known World Novice Tournament
Fearghus Mac Cailin East 3 hours
Sat Aug 1 10:00 AM - 13:00 Armored List Green

Novice tournament returns! All heavy list combatants within two years their initial authorization are welcome to compete.

Knowne Worlde Ladies of the Rose Tournament
Duchess Seonaid ni Fhionn Atlantia 3 hours
Wed Aug 5 9:00 AM - 12:00 Battlefield West
Sign-in table opens at 8 am.
Roses, Diamonds, Edelweiss, etc., are welcome to be a part of the tourney as are all sitting Queens and Princesses, both Heirs and Territorials who are not yet members of the Orders.
Each Rose will sponsor one unbelted heavy fighter and one non-MoD duelist. No Unbelted Royal Peers in the Heavy List. Knights can fight in the Rapier List as long as they are not a MoD. MoDs may fight in the Heavy list as long as they are not a Knight.
The tourney will be run in a Bedford points-style to maximize the number of bouts for the fighters.
The tourney will be run to Atlantian/Eastern standards.
We welcome all Knights, MoDs and others to come and marshal, or simply watch the fighters.

Siege After Dark
Fuji'na no Takako Aethelmearc 1.5 hours
Tue Aug 4 9:30 PM - 23:00 Battlefield
What's better than siege in broad daylight?
Siege After Dark, of course!
Join us for a luminescent night shoot with LED targets, glowing bolts, and the best anachronistic techno since the early 2000s.
Prizes to be announced on site.
Participants must have an inspected bolt-firing engine. Specialized bolts will be provided to all teams for use during the competition only.
Armor is not required.

Siege Inspections
Rosalía Iuliana Andere Aethelmearc 4 hours
Fri Jul 31 1:00 PM - 17:00 Inspection Point
Sat Aug 1 1:00 PM - 17:00 Inspection Point
Sun Aug 2 1:00 PM - 17:00 Inspection Point
Engineers of siege equipment must bring their engines and munitions to one of three sessions for safety inspections. Please refer to the siege conventions for more information about the requirements and responsibilities of using a siege engine at Pennsic 53.

Siege Range Open
Rosalía Iuliana Andere Aethelmearc 1 hour
Fri Jul 31 12:00 PM - 13:00 Battlefield East
Sat Aug 1 12:00 PM - 13:00 Battlefield East

The siege range will open one hour prior to inspection for last-minute ranging issues.

Tarl's Little Pole Arm Tourney 18
Master/Syr Tarl Aethelmearc 2 hours
Sat Aug 1 3:00 PM - 17:00 Armored List Red
Welcome to the 18th year of this tournament. The tourney is open to all authorized heavy fighters, and you must be inspected to participate. All pole arms must be legal according to Pennsic rules. The tourney is fought in two 45-minute sessions using a "bear pit" format. Bring your honor, you sense of fun, and join us in celebrating the One True Weapons Form.
Adults Only! Authorized heavy fighters only.

Ten-Warrior Mêlée Tournament
Lucian de la Monte Atlantia 2 hours
Mon Aug 3 4:00 PM - 18:00 Battlefield West
10-Warrior Mêlée Tournament (Armored)
Monday - After fencing war point battle
- Teams of 10 fighters fight in a single death round robin tournament.
- Fighters cannot be members of the Order of the Chivalry or sitting Royals.
- Each team will fight each other team once, regardless of alliances.
- Teams can be comprised of kingdoms or mercenary groups/households.
- If a team does not have enough members to fill a roster, they may fill the roster with fighters from any available kingdoms or mercenary groups/households.
- Teams can bring an unlimited number of alternates, but alternates can only fight for one team.
- Prize winner (prize donated by the Kingdom of Atlantia)

is determined by the team with the most wins. If there is a tie for number of wins at the end of the round robin, teams with the ties will fight a sudden death round.
- All Pennsic armored fighting conventions apply.

The Weapon Commands Its Use

Baron Reinhold von Glier Midrealm 1 hour
Wed Jul 29 11:00 AM - 12:00 A&S 11

How weapon design changes your fighting style and how your fighting style influences the weapon you pick. This is a discussion on weapon design involving both SCA and reproduction weapons.

Torchlight Tournament

Lady Wylet Fraysser East 2 hours
Mon Aug 3 9:00 PM - 23:00 Armored List Blue

After our first long day of bitter war, save some strength for us, to enjoy friendly combat under the cool cover of night as the fireflies dance!
Fight friend and foe alike in a modified bear-pit tournament, with no great weapons, and no thrusting, in a ring lit by torches!
This is a tournament held in celebration of the beginning of war week, of avoiding heatstroke in our armor from the day's battle, and of Pennsic's captivating torchlit scenery. Welcoming to everyone from dukes to newbies, come to learn, make friends, and enjoy some fighting outside of the oppressive gaze of the Pennsic sun.
The winner of the tournament will receive a large bowl of spaghetti for their valor.

COMBAT: RAPIER

Études 2 and 3 for Single Sword (Fencing)

Master Cyrus Augur Aethelmearc 1 hour
Tue Jul 28 8:00 AM - 09:00 Rapier List 1
Wed Jul 29 8:00 AM - 09:00 Rapier List 1
Thu Jul 30 8:00 AM - 09:00 Rapier List 1
Fri Jul 31 8:00 AM - 09:00 Rapier List 1
Mon Aug 3 8:00 AM - 09:00 Rapier List 1
Tue Aug 4 8:00 AM - 09:00 Rapier List 1
Wed Aug 5 8:00 AM - 09:00 Rapier List 1
Thu Aug 6 8:00 AM - 09:00 Rapier List 1

For beginner and intermediate fencers and those who teach them. These drills will focus on form, balance, movement and coordination. *Étude* 2 is thrust-centric. *Étude* 3 adds diversity of cuts. Emphasis will be on learning the *études* for home drill, as well as taking elements out of the drill for more focused work in groups.

I.33 Tournament

LANDGRAF DRUSILUS VON OBERBESSENBACH Aethelmearc 1 hour
Mon Aug 3 11:00 AM - 12:00 Rapier List 3

Bring your 14th-C swords and bucklers for an *I.33* - themed tournament. We will have some swords and bucklers available for loan for the tournament. There will be a prize for the winner and for the fighter who is voted to follow the spirit of the manual most closely. **Adult only.**
Adults Only! rapier tournament

15th Annual Rapier Poker Tournament

Master Ælfwine Pyttel Midrealm 3 hours
Fri Jul 31 10:00 AM - 13:00 Rapier Field

This is a bear-pit style format where the loser of the bout stays to fight the next fencer. Fencers stay until they have won or have 3 deaths. Double kills count towards the number of deaths. Fencers leaving the field, whether they won or lost, shall receive a poker card and shall keep up to 7 cards. The winner of the tournament shall be determined by the best poker hand of 5 cards. This format will be run twice to determine two winners. There will also be a volunteer winner chosen at random from the marshals that help assist in running the tournament. You could win by playing or by volunteering!

Æ's Underrepresented Genders Rapier Tourney

Maestra Illadore de Bedegrayne Aethelmearc 2 hours
Wed Aug 5 1:00 PM - 15:00 Rapier List 1

The format for this tournament, formerly known as the Lady Rapier Tournament, will be determined the day of and depends on time and number of combatants - but in the past it has been pools of round robin, moving to a single elimination final.

Æthelmearc Rapier Novice Tourney

Master Po Silvertop the Rogue Aethelmearc 2 hours
Wed Aug 5 3:00 PM - 17:00 Rapier List 1

Open to any authorized rapier combatant with fewer than three years from their first rapier authorization, who has never received an award at the Kingdom level for rapier prowess, and who has never won a rapier tourney at a published SCA event. The tourney will be run as a multiple-bearpit tourney. Prizes will be awarded.
Note: This tournament will take place on the main rapier field.

Ansteorra Rapier Tournament

Royal Liaison Duchess Siobhan No Kingdom 3 hours
Tue Aug 4 10:00 AM - 13:00 Rapier List 1

Ansteorra Rapier Tournament: Tuesday, August 4th, 2026, 10 am to 1 pm, Rapier Field.
Join us for a spirited Ansteorran Rapier Tournament with no entry requirements - all authorized fighters are welcome! This will be a "shotgun"-style tournament, with single or double elimination depending on the number of entrants. Come ready for fast-paced fun and friendly competition. Light refreshments will be provided. Sharpen your blades and bring your best!

Atlantian Five-Person Rapier Mêlée Tournament

Lord Ottavio Perri No Kingdom 2 hours
Wed Aug 5 10:00 AM - 12:00 Rapier List 1

Join the rapier community for our annual Five Person Rapier Tournament, the pinnacle of small-group rapier fighting and strategy. The event will be conducted under Atlantian mêlée rules (to be explained at the event). Maximum of two Masters of Defense allowed per team.

Battle for La Rochelle

Master Gwynneth verch Ieuan Midrealm 3 hours
Sat Aug 1 9:00 AM - 12:00 Fort

The defenders of La Rochelle *will* die! The only question is *when* ? Join us at the Fort to find out. Heavy rapier and rubber band gun mêlée. Attackers will have unlimited resurrections, defenders will have limited resurrections. RBG cannon are welcome. No archery, please. Pennsic standard rules for rapier apply. Don't have a heavy rapier? Bring a dagger or two. Bring a friend or 20. The more the merrier. Don't like to fight mêlée? Come and get close to the action and help marshal the battle. Please muster *at the Fort* half an hour before the start time, especially if you want to fight with a particular group.

Beginning Fabris' *Scienza d'Arme*

Maister Brendan Firebow East 1 hour
Fri Jul 31 10:00 AM - 11:00 Rapier List 3
Handouts Limit 15

Introduction to Salvatore Fabris' treatise on rapier combat, *Scienza d'Arme* , and the Italian school of rapier. Rapier and mask required.
We will go over the basics of his teachings, to include stance, movement, attack and defense, plus basic concepts.

Best of the Known World Rapier Tournament

Lord Julius Gautieri Aethelmearc 2 hours
Mon Aug 3 10:00 AM - 12:00 Rapier List 1

A tournament for any and all rapier fighters, across the whole Known World who have been gifted a grant-level award or higher by their kingdom. Included, but not limited to, are the Order of the White Scarf, the Order of the Golden Rapier, the Company of the Bronze Ring, the Order of Thorbjorn's Hammer, the Order of the Blade, the Order of the Queen's Blade, and, of course, the Order of Defense. Those who come will be competing for honor, glory, and to be recognized, for one full year, as the best rapier fighter within the Known World!

By-the-Book Historical Fencing Tournament

Master Orlando Sforza East 2 hours
Wed Aug 5 10:00 AM - 12:00 Rapier List 3

A historical fencing tourney: memorize your Marozzo, review your Ridolfo and study your Saviolo, for the Third Annual Tournament where book worms can be winners! Period fencing forms and period dress as seen in the manuals will bring you success. As always, lavish prizes will be bestowed upon the competitor with the most wins, the best dressed, and the one who best adheres to the style of a given master. Sponsored by the Barony of Settmour Swamp.

Early Bird Tournament 20

Master Maximilian der Zauberer. Midrealm 2 hours
Thu Jul 30 10:00 AM - 12:00 Rapier Field

Pick fights, take names and get acquainted. The purpose of this tourney isn't to win the most bouts, but to find the most interesting facts about your opponents. **"More talk! Less fighting!"** Who will the MIC give the bird to this year?

Fabris' Cloak

Maister Brendan Firebow East 1 hour
Fri Jul 31 11:00 AM - 12:00 Rapier List 3
Handouts Limit 15

Come and learn some of the ways in which you can fight using a cloak as your off-hand parry item. Larger cloaks are generally better, but we can work with most cloak-like-objects. Please bring mask and rapier, and cloak if you have one (I will have some loaner cloaks).

Fighting *I.33* on the SCA Fencing Field

LANDGRAF DRUSILUS VON OBERBESSENBACH Aethelmearc 1 hour
Mon Aug 3 10:00 AM - 11:00 Rapier List 3

I.33 is the oldest European fencing manual we have. We'll discuss some insights into making it an effective style on the SCA fencing field. We'll start with facing a typical rapier combination and move on to facing another
I.33 fighter. We will follow with an *I.33* tournament. Appropriate swords and bucklers will be available for loan for both the class and the tournament. **Adult only. Rapier combat.**
Adults Only! rapier combat

Ghisliero 1587 - Understanding the Original

Rozi Galea No Kingdom 1 hour
Fri Jul 31 1:00 PM - 14:00 Rapier List 3

Ghisliero's book covered chiefly rapier and dagger and was the first to geometrize rapier and buckler. He also covered equestrian exercises.

Individual Battlefield Awareness

Warder Michaela Isabella Botticelli Midrealm 1 hour
Sun Aug 2 4:00 PM - 17:00 Rapier List 1

Come to fence and practice some battlefield awareness so you can have a great time in mêlée.
Adults Only! Adult rapier

Intercollegiate Tournament: Rapier

Noble Woad Indigo Lapis Azure Midrealm 2 hours
Tue Aug 4 10:00 AM - 12:00 Rapier List 5

Come join the SCA college network in the second ever intercollegiate/interkingdom tournament! Entrants must be 18-25 years old or enrolled in post-secondary education. A game-style tournament. No spears. Cannot have a grant-level or higher award in rapier fighting.

Known World Baronial Rapier Champions' Tourney

Master Maximilian der Zauberer. Midrealm 3 hours Sat Aug 1 12:00 PM - 15:00 Armored List Blue

A day to celebrate the baronial rapier champions of the Known World. Landed barons and baronesses are encouraged to bring their chairs and portable pavilions to help us choose the Pennsic 53 baronial champions' champion. Open to all baronial rapier champions. Set-up at 12-1 pm. Tourney 1-3. The baronesses of North Woods are hosting. Master Maximilian der Zauberer is MiC.

Rapier Form Diversity Tournament

Lord Fredericus Vagus Aethelmearc 1.5 hours Fri Aug 7 10:00 AM - 11:30 Rapier List 1

This tournament will be a test of one's ability with all five forms of rapier combat. It will be a five-round Bedford-style event. You may only use any given form once. If a combatant would like to compete and is not authorized in all forms, they may default to single rapier after all other have been exhausted. Spear will be restricted for this tournament, and opponents will not have to match forms.

Rapier Tally Tip Tourney

Baron Tally East 1 hour
Mon Aug 3 4:00 PM - 17:00 Rapier List 3

A Tally Tip Tourney is weighted so more experienced combatants have more of a challenge. For this tournament, MODs get one life, grant level fencers get two, etc. This means if a MOD wins, they will have really earned a serious victory. This format also gives newer fighters more chances, and more fencing experience.The prize for the winner of this tournament is a Darkwood Dagger.

I am also holding a class on how to run a Tally Tip Tourney. This format is spreading in the East Kingdom for both heavy weapons and rapier because it is fun and easy to run and has many variations. Please check the schedule.

Stab-and-Gab Rapier Gathering

Baroness Kolfinna Jodisardottir Aethelmearc 1.5 hours
Sat Aug 1 3:00 PM - 16:30 Rapier List 5

All non-grant level fencers are welcome to come spend 90 minutes fencing any and all grant level or higher fencers for a chance to learn tips, tricks, and techniques! Grant level or higher get to see the up-and-coming or new fencers and share their advice. Prizes will be awarded for both sides! All authorized fencers are welcome.

Tally Tip Tourney: a great tournament format

Baron Tally East 1 hour
Sat Aug 1 1:00 PM - 14:00 Rapier List 3

In this class, we will discuss ideas to make tournaments at practices and events more fun and useful for beginning and intermediate combatants.

I will introduce you to the Tally Tip Tourney format which is spreading in the East Kingdom for both heavy weapons and rapier because it is fun and easy to run and has many variations.

It's a great format for beginning and intermediate combatants because less experienced fencers get more lives, and therefore more experience and more fighting. I will also be running a Rapier Tally Tip Tourney during war week with a Darkwood dagger as a prize. People who attend this class are welcome to attend the tourney, to fight in it or see how it is run.

The Battle of Tortuga (Rapier)

Albion Drake East 1 hour
Sat Aug 1 2:00 PM - 15:00 Rapier List 1

Two ships meet at sea and battle for survival and glory! Pirates vs. merchants vs. unexpected complications! Bring your RBGs as this event allows guns and blades. Non-War-Point nautical-themed fun! Three rounds (sometimes four) of stab 'em and shoot 'em goodness. Also Bombs! Ever wanted to use the petard from La Rochelle as an anti-personnel weapon? Then this is your event!

The Carbonari Cut-and-Thrust One-Handed Tournament

Finn O'Connor Midrealm 1.5 hours
Thu Aug 6 1:00 PM - 14:30 Rapier List 3

The Carbonari hosts a cut-and-thrust one-handed sword tournament that is meant to reflect medieval and early Renaissance military weapons of the 14th to 16th century. Hilts may be cross hilts, complex, or basket. Maximum blade length is 38 inches with the forte at least 1 inch wide. Offensive and defensive secondaries are allowed, to include another one-handed sword.

The Tadcaster Militia Gauntlet Arcade Extravaganza

Eldrich Gaiman East 1.5 hours
Wed Aug 5 10:00 AM - 11:30 Rapier List 5

The Tadcaster Militia presents the Amazing and Wonderful Tadcaster Arcade Gauntlet and Tournament! Fight members of Tadcaster to win tickets! Fight each other for each other's tickets! Spend tickets to purchase prizes like **Freezy-Pops**, but the real prize is the fun you had along the way (and the **Freezy-Pop**)!

Thibault's *Academy of the Sword* Applied to SCA

Don Xavier the Sinister East 1 hour
Sun Aug 2 9:00 AM - 10:00 Rapier List 3
Tue Aug 4 9:00 AM - 10:00 Rapier List 3
Wed Aug 5 4:00 PM - 17:00 Rapier List 3
Handouts Limit 15

We will practice (using SCA rapier rules) the fundamentals of Thibault's rapier fighting system from the book *Academy of the Sword*. The fundamentals covered include the body structure; the footwork and body geometry; blade geometry for parries and thrusts; and "blade sentiment". Each session will cover different fundamentals and plays from the book. Full SCA rapier armor and sword required to participate in the practice aspect of the class.

COMBAT: THROWN WEAPONS

Hurlbats in History and the SCA

Baron Reinhold von Glier Midrealm 1 hour
Tue Jul 28 11:00 AM - 12:00 A&S 11

The history of the most versatile throwing axes, how to use them, how to make them, and how they fit in the SCA on the thrown weapons range and the list field.

Advanced Thrown Weapons

Coordinator Thrown Weapons Staff Atlantia 1 hour
Sat Aug 1 3:00 PM - 16:00 Thrown Weapons Teaching Range
Mon Aug 3 2:00 PM - 15:00 Thrown Weapons Teaching Range

Focuses on advanced throwing technique for more experienced throwers.

Axe Continuous-Throw Tournament

Coordinator Thrown Weapons Staff Atlantia 1.5 hours
Mon Aug 3 3:30 PM - 17:00 Thrown Weapons Tournament Range

How many axes can you throw without missing? Single rotation throws until you miss.

Beginner Thrown Weapons

Coordinator Thrown Weapons Staff Atlantia 1 hour
Wed Jul 29 2:00 PM - 15:00 Thrown Weapons Teaching Range
Thu Jul 30 10:00 AM - 11:00 Thrown Weapons Teaching Range
Fri Jul 31 1:00 PM - 14:00 Thrown Weapons Teaching Range
Sat Aug 1 10:00 AM - 11:00 Thrown Weapons Teaching Range
Sun Aug 2 2:00 PM - 15:00 Thrown Weapons Teaching Range
Mon Aug 3 3:00 PM - 16:00 Thrown Weapons Teaching Range
Wed Aug 5 10:00 AM - 11:00 Thrown Weapons Teaching Range

Learn axe throwing, basic care of your weapons, and basic rules. A hands-on session is included. Limit of 25 participants; no experience necessary.

Beginning Spear

Coordinator Thrown Weapons Staff Atlantia 1 hour
Wed Aug 5 11:00 AM - 12:00 Thrown Weapons Teaching Range

This is a hands-on class demonstrating beginning spear technique.

Blue Feather Rainbow Fling

Coordinator Thrown Weapons Staff Atlantia 2 hours
Sat Aug 1 1:30 PM - 15:30 Thrown Weapons Tournament Range

Tournament is open to all members of the greater LGBT+ community regardless of throwing experience. The tournament will have an advanced as well as a beginner category to include everyone. The focus will be on fun and community building, but bring your competitive spirit as well.

Estrogen and Axes Tournament

Coordinator Thrown Weapons Staff Atlantia 2 hours
Wed Aug 5 11:00 AM - 13:00 Thrown Weapons Tournament Range

Open to all female-presenting throwers, regardless of throwing experience.

Fair and Fun Thrown Weapons Tournament: Discussion

Coordinator Thrown Weapons Staff Atlantia 1 hour
Mon Aug 3 11:00 AM - 12:00 Thrown Weapons Teaching Tent

Recommended for Marshals in Training or any others likely to find themselves running a TW tournament. People who have run tournaments before are encouraged to come and share their successes and failures.

Heckler's Tourney

Coordinator Thrown Weapons Staff Atlantia 2 hours
Tue Aug 4 3:00 PM - 17:00 Thrown Weapons Tournament Range

Can you throw while being distracted by the tournament spectators? Come throw in this tournament to heckle and be heckled. Please keep it family-friendly.

How to Teach Youth to Throw

Coordinator Thrown Weapons Staff Atlantia 1 hour
Sun Aug 2 11:00 AM - 12:00 Thrown Weapons Teaching Tent

Recommended for Marshals in Training. This class will go into more detail than the marshaling class about legal requirements for youth throwing in the SCA, as well as talking about teaching techniques that have been successful with minors.

Intercollegiate Tournament: Thrown Weapons

Noble Woad Indigo Lapis Azure Midrealm 2 hours
Sun Aug 2 3:00 PM - 17:00 Thrown Weapons Tournament Range

Come join the SCA college network in the second ever intercollegiate/interkingdom tournament! Entrants must be 18-25 years old or enrolled in post-secondary education. Disallowed weapons: anything that cannot safely be thrown into a hard target from 10 feet. Cannot have a grant-level or higher award in thrown weapons.

Intro to the New Society Rules

Coordinator Thrown Weapons Staff Atlantia 1 hour
Tue Aug 4 12:00 PM - 13:00 Thrown Weapons Teaching Tent
Wed Aug 5 3:00 PM - 16:00 Thrown Weapons Teaching Tent

New Society TW rules go into effect this fall. Come learn what has changed.

Kinetic Tournament

Coordinator Thrown Weapons Staff Atlantia 2 hours
Sun Aug 2 11:00 AM - 13:00 Thrown Weapons Tournament Range

A motion-based throwing competition. You walk towards the target while throwing. Limited to 12 participants, expert level only.

Kingdom Champions' Teams Tryouts

Coordinator Thrown Weapons Staff Atlantia 2.5 hours
Sun Aug 2 5:30 PM - 20:00 Thrown Weapons Tournament Range
Mon Aug 3 5:30 PM - 20:00 Thrown Weapons Tournament Range

On these two dates, the Kingdom designees will be holding tryouts for the Champions' Teams that will compete in the War Point competition scheduled for Thursday.

KW Baronial Champions' Thrown Weapons Tournament

Coordinator Thrown Weapons Staff Atlantia 2 hours
Tue Aug 4 10:00 AM - 12:00 Thrown Weapons Tournament Range

This is the 9th Annual Tournament for baronial (or shire) Thrown Weapons Champions to come out and compete in a series of challenging targets for prizes, and, even more, bragging rights! Expect targets and/or throwing styles to give you something to think about.

KW Thrown Weapons Marshals: Opening Meeting

Coordinator Thrown Weapons Staff Atlantia 1.5 hours
Tue Jul 28 12:00 PM - 13:30 Thrown Weapons Teaching Tent
Sat Aug 1 4:00 PM - 17:30 Thrown Weapons Teaching Tent

Open to all Known World Thrown Weapons Marshals and Marshals in Training. Please attend one of the two sessions to hear this year's range procedures.

Making a Braided Sling
Coordinator Thrown Weapons Staff Atlantia 1 hour
Sun Aug 2 1:00 PM - 14:00 Thrown Weapons Teaching Tent

Come see how to create your own sling, using just twine or other natural material. There will be some starter kits available, others can still observe and learn.

Making, Care, and Feeding of Thrown Weapons
Coordinator Thrown Weapons Staff Atlantia 1 hour
Sun Aug 2 12:00 PM - 13:00 Thrown Weapons Teaching Tent

Discussion of weapon selection and maintenance. Recommended for MITs and new throwers.

Master Magnus' Mystery Tournament
Coordinator Thrown Weapons Staff Atlantia 2 hours
Tue Aug 4 1:00 PM - 15:00 Thrown Weapons Tournament Range

What will this tournament entail? Show up and find out! For advanced throwers only.

Night Throw Tournament
Coordinator Thrown Weapons Staff Atlantia 3 hours
Fri Jul 31 8:30 PM - 23:30 Thrown Weapons Tournament Range

This fun evening tournament includes throwing at glow sticks; 8:30 pm or dusk until complete. Competition slots; first-come, first-served. **Age 18+. Max 30 entries.**
Adults Only! Night throwing

Shield Throw
Coordinator Thrown Weapons Staff Atlantia 2 hours
Sun Aug 2 1:00 PM - 15:00 Thrown Weapons Tournament Range

Something new for many - can you throw your weapons while holding a shield in front of you on your other arm? Come try it out!

Throwing Tournament for the Physically Challenged
Coordinator Thrown Weapons Staff Atlantia 1.5 hours
Wed Aug 5 9:00 AM - 10:30 Thrown Weapons Tournament Range

Tournament for throwers with physical challenges or disabilities.

Thrown Weapon Accessibility Discussion/Instruction
Coordinator Thrown Weapons Staff Atlantia 1.5 hours
Tue Aug 4 1:00 PM - 14:30 Thrown Weapons Teaching Tent

Instruction covering throwing techniques and accommodations for those with physical challenges, and a roundtable discussion for any marshals, marshals in training, future marshals, and throwers who have thought about making Thrown Weapons accessible to all, regardless of physical limitations, neurodiversity, and other conditions that need to be accounted for. Topics likely to be discussed include common accommodations, advocacy, and competition considerations.

Thrown Weapons Bear Pit Tournament
Coordinator Thrown Weapons Staff Atlantia 2 hours
Mon Aug 3 11:00 AM - 13:00 Thrown Weapons Tournament Range

How long can you hold the range against your opponents? Come compete against all takers, until you get beaten, then try again.

Thrown Weapons Event Range Planning
Coordinator Thrown Weapons Staff Atlantia 1 hour
Sat Aug 1 11:00 AM - 12:00 Thrown Weapons Teaching Tent

The event steward wants to include thrown weapons? Yay! How do you make it happen? A marshal-led discussion of what you need and what questions you need to have answers for. Hand-out included.

Thrown Weapons Marshals' Closing Meeting
Coordinator Thrown Weapons Staff Atlantia 1 hour
Fri Aug 7 10:30 AM - 11:30 Thrown Weapons Teaching Tent

Open to all Known World Thrown Weapons marshals. Range tear-down immediately after the meeting.

Thrown Weapons MIT Class: Test and Final Questions
Coordinator Thrown Weapons Staff Atlantia 1.5 hours
Fri Aug 7 9:00 AM - 10:30 Thrown Weapons Teaching Tent

Ask any final questions and take the MIT test.

Thrown Weapons MIT: Part 1
Coordinator Thrown Weapons Staff Atlantia 1.5 hours
Sun Aug 2 9:00 AM - 10:30 Thrown Weapons Teaching Tent

Learn the SCA rules and guidelines to be a Thrown Weapons Marshal. Parts 1 and 2 required with on-the-range training and written test on Friday.

Thrown Weapons MIT: Part 2
Coordinator Thrown Weapons Staff Atlantia 2 hours
Mon Aug 3 9:00 AM - 11:00 Thrown Weapons Teaching Tent

Learn the SCA rules and guidelines to be a Thrown Weapons Marshal. Parts 1 and 2 required with on-the-range training and written test on Friday.

Thrown Weapons Populace War Point
Coordinator Thrown Weapons Staff Atlantia 6 hours
Sun Aug 2 10:00 AM - 16:00 Thrown Weapons Populace Range
Mon Aug 3 10:00 AM - 16:00 Thrown Weapons Populace Range
Tue Aug 4 10:00 AM - 16:00 Thrown Weapons Populace Range
Wed Aug 5 10:00 AM - 16:00 Thrown Weapons Populace Range
Thu Aug 6 1:00 PM - 19:00 Thrown Weapons Populace Range

Over a 5-day period, come one, come all and contribute to your side's War Point effort. Each person can throw multiple times. Sun thru Wed 10 am - 5 pm, Thursday 1 pm - 4 pm.

Thrown Weapons Range Set-Up
Coordinator Thrown Weapons Staff Atlantia 4 hours
Mon Jul 27 9:00 AM - 13:00 Thrown Weapons Tournament Range
Tue Jul 28 9:00 AM - 13:00 Thrown Weapons Tournament Range
Wed Jul 29 9:00 AM - 13:00 Thrown Weapons Tournament Range

On Monday and Tuesday of Peace Week, the thrown weapons range needs to be set up for use for the rest of the War. Come help out; the sooner we get the range set up, the sooner people can throw. Wednesday will be available, if needed.

Thrown Weapons Range Tear-Down and Storage
Coordinator Thrown Weapons Staff Atlantia 3 hours
Fri Aug 7 9:30 AM - 12:30 Thrown Weapons Tournament Range

Come help us tear down the range and put it away. Immediately after the Known World Marshals' Meeting.

TW Champions War Point
Coordinator Thrown Weapons Staff Atlantia 4 hours
Thu Aug 6 8:30 AM - 12:30 Thrown Weapons Tournament Range

TW Champions War Point. Teams from East/Mid vs. The Known World face off for War Points and bragging rights.

Two-Handed Weapon Tournament
Coordinator Thrown Weapons Staff Atlantia 2 hours
Thu Aug 6 3:00 PM - 17:00 Thrown Weapons Tournament Range

This is a tournament of throwing two-handed axes.

Using a Sling in the SCA
Coordinator Thrown Weapons Staff Atlantia 1 hour
Sat Aug 1 12:00 PM - 13:00 Thrown Weapons Teaching Range

Slings are now approved for Thrown Weapons (at Society level). Come learn techniques of sling usage and be ready when they come to a kingdom near you.

Viking Pillage Tournament
Coordinator Thrown Weapons Staff Atlantia 2 hours
Sat Aug 1 10:00 AM - 12:00 Thrown Weapons Tournament Range

When the Vikings go pillaging, who knows where they will end up or what they will take.
This tournament will test accuracy, adaptability, and, well, to be honest, luck. Competitors will need 1 axe and 1 knife. Head-to-head matches where the winner gets to pillage some or all of the loser's weapons.

Youth Axe-Throwing Instruction
Coordinator Thrown Weapons Staff Atlantia 1 hour
Fri Jul 31 10:00 AM - 11:00 Thrown Weapons Teaching Range
Tue Aug 4 3:00 PM - 16:00 Thrown Weapons Teaching Range

Teach youth, ages 5-12, to throw axes. This class will focus on Pennsic range rules, range etiquette and technique. There will be time for the children to throw, and loaner equipment available from the instructor. **Parent must accompany the child per Pennsic rules.** There will be a youth tournament later in the week.

Youth Thrown Weapons Tournament
Coordinator Thrown Weapons Staff Atlantia 2 hours
Wed Aug 5 1:00 PM - 15:00 Thrown Weapons Tournament Range

Youth Thrown Weapons Tournament for ages 5-17. There will be scoring in two age groups: 5-11 and 12-17. This is an annual contest and only axes are used in scoring.

COMBAT: WAR POINTS

Armored Bridge Battle
Scheduler Battlefield Max Midrealm 2 hours
Mon Aug 3 10:00 AM - 12:00 Battlefield

Five bridges. Battle to be fought 5 times for 15 minutes each. Combat archery and siege are allowed on the three middle bridges (2, 3, and 4).

Armored Field Battle
Scheduler Battlefield Max Midrealm 2 hours
Fri Aug 7 10:00 AM - 12:00 Battlefield

Battle to be fought 5 times. No resurrection. CA and siege will be allowed in battles 1, 2, and 3.

Armored Woods Battle
Scheduler Battlefield Max Midrealm 2 hours
Tue Aug 4 10:30 AM - 12:30 Woods

Resurrection battle fought for a total of 90 minutes. 3 stationary banners. 2 mobile banners. Combat Archery.

Champions' Day
Scheduler Battlefield Max Midrealm 6 hours
Sun Aug 2 10:00 AM - 16:00 Battlefield

Allied Champion. Unbelted Champion. Belted Champions. Rapier Champions Mêlée. Heroic Champions.

Combat Archery and Siege Battles
Scheduler Battlefield Max Midrealm 2 hours
Thu Aug 6 3:00 PM - 17:00 Battlefield

Build the Bridge. Knock down the gate. Capture the flag. Primary Combatants: Combat archers: no more than 25 per side. Siege engines and their crews
No more than 15 rattan fighters are allowed per side.

Combined Armored / Rapier Castle Siege Battle
Scheduler Battlefield Max Midrealm 2 hours
Thu Aug 6 10:00 AM - 12:00 Battlefield

1 battle, fought twice as attack/defend for time. Armored - Castle Breach. Rapier - Castle Assault.

Rapier Field Battle
Scheduler Battlefield Max Midrealm 1.5 hours
Fri Aug 7 1:00 PM - 14:30 Battlefield

Five battles. No resurrections. Spears active in battles 3, 4 & 5.

Rapier Stronghold Battle
Scheduler Battlefield Max Midrealm 2 hours
Mon Aug 3 1:00 PM - 15:00 Battlefield

Two 30-minute, unlimited resurrection battles. Five colored flip sticks positioned unevenly on the field from the South to the North.

Rapier Woods Battle
Scheduler Battlefield Max   Midrealm   1.5 hours
Tue Aug 4 1:30 PM - 15:00   Woods

Resurrection battle fought for a total of 60 minutes. 3 stationary banners. 2 mobile banners. Spears allowed.

COMBAT: YOUTH

Æthelmearc Adult/Youth Tag Team Tournament
Mistress Karrah the Mischievous   East   2 hours
Mon Aug 3 2:00 PM - 16:00   Youth Combat List

Adult armored combatants and youth armored combatants team up for a round robin tournament. Adults fight adults, and youth fight youth. Matches are fought in a way that partners get to watch and cheer their teammate on! Adult fighters - we are always looking for volunteers to team up with a youth! Please stop by (with armor and weapons) at least 30 minutes before the start of the tournament if you would like to volunteer for any youth that is in need of a partner.

Disengage and Blade Play for Youth
Mistress Karrah the Mischievous   East   1 hour   Tue
Jul 28 11:00 AM - 12:00   Youth Rapier List   Mon
Aug 3 11:00 AM - 12:00   Youth Rapier List

You have learned what Youth Rapier is, now learn some techniques to take it to the next level.

Known World Youth Rapier Tournament
Mistress Karrah the Mischievous   East   1 hour
Tue Aug 4 10:30 AM - 11:30   Youth Rapier List

Come one come all to the first annual Known World Youth Rapier Tournament. Div 1, Div 2, and Div 3 fencers will each have their own lists and we will have 1 champion per division. The tournament will be round Robin- bring your best! In the event we don't have enough fighters for all 3 divisions we will blend the divisions, obeying all SCA regulations for blended division combat.

Knowne World Baronial Youth Champions' Tournament
Mistress Karrah the Mischievous   East   4 hours
Tue Aug 4 12:00 PM - 16:00   Youth Combat List

The Knowne World Baronial Youth Armored Combat Tournament is an opportunity for youth fighters to enjoy a day of honor, chivalry, and pageantry similar to a Crown List Field, where the prize for the day is honor and glory on the field! We call on voice heralds! Come boast fighters into the tournament in a manner that would make Chaucer envious! If a fighter is already a Champion in their home group, this is their chance to represent! If a fighter is **not** a Champion in their home group - never fear! Coronets from across the Knowne World will be sponsoring fighters in the Tournament- every child **will** be a Champion, even if for just a day.

Baronage from across the Knowne World are welcome to come to sponsor one fighter in each Division (for a total of 3) and shower them with regalia and gifts fit for a Champion! To sign up to sponsor a fighter, please see the Youth Armored Combat MOL during any regular session before Tournament Day (or an hour before the Tournament starts.)

Youth Armored Combat Battlefield Games
Mistress Karrah the Mischievous   East   2 hours
Thu Jul 30 2:00 PM - 16:00   Youth Combat List
Fri Jul 31 2:00 PM - 16:00   Youth Combat List
Wed Aug 5 2:00 PM - 16:00   Youth Combat List

Alongside instruction and training for both new and experienced youth fighters aged 6-17, there will be a focus on battlefield games! A variety of small team and mêlée scenarios will be available based on both marshal and fighter attendance for the session. A parent or legal guardian must accompany youth fighters to register for their first session. Limited loaner gear available on a first come, first serve basis. Pennsic-specific authorizations are allowed for youth fighters, Kingdom authorizations may be offered if the marshals are available. A parent or legal guardian must be present for Kingdom authorizations.

Youth Armored Combat Castle Battle
Mistress Karrah the Mischievous   East   4 hours
Thu Aug 6 12:00 PM - 16:00   Fort

The youth armored combatants take over the Castle! This has been an annual tradition since the Castle was built for Pennsic XXX (2001)! *Youth fighters will meet at the Youth Armored Combat list at 11am* for sign-ins, armoring, inspections, and to prepare for the Grand Procession to the Castle once the adult battles are completed. Mêlée scenarios for each division will be run in different areas of the Castle, followed by an awards ceremony, then ending with the Graduate Battle, where those fighters who are aging out or planning to authorize for adult combat before next Pennsic will fight against the rest of their division to show off the skills they have learned during their time in Youth Armored Combat. To be eligible to participate in the Castle Battle, the youth fighter must already have registered and participated in one regular Youth Armored Combat session previously during Pennsic. There will be no exceptions to this rule for the safety of all fighters. *This is the* **final** Youth Armored Combat session for Pennsic War. All personal items must be collected from the Youth Armored Combat list at the end of this session, or they will be sent to Lost and Found.

Youth Armored Combat Castle Battle Inspections
Mistress Karrah the Mischievous   East   1 hour
Thu Aug 6 11:00 AM - 12:00   Youth Combat List

Youth Armored Combat will be taking over the Castle! Meet at the Youth Combat list starting at 11am to armor up, get inspected, and pack all the gear for the Parade to the Castle.

Youth Armored Combat Marshal Collegium
Mistress Karrah the Mischievous   East   2 hours
Sun Aug 2 2:00 PM - 16:00   Youth Combat List

This is an in-depth training for youth armored combat marshals, marshals-in-training, or those interested in becoming marshals. Weapons, armoring, and all things marshal-related will be taught. You do not need to already be background checked to attend this training. *This class is intended for adults only, though Kingdom-approved teen marshals-in-training will also be welcome.* Seating is limited, please bring a chair if you are able. There are **no** youth armored combat sessions scheduled during this time.

Youth Armored Combat Night with Knights
Mistress Karrah the Mischievous   East   2 hours
Sun Aug 2 6:00 PM - 20:00   Youth Combat List

Knights of the Knowne Worlde are invited to teach and spar with the youth armored fighters on the Youth Armored Combat list! Appropriate weapons will be provided - we suggest even adults come in armor (even minimal armor) for your safety, since a majority of the weapons still have a rattan core.

Youth Armored Combat Open Sparring
Mistress Karrah the Mischievous   East   2.5 hours
Thu Jul 30 8:30 AM - 11:00   Youth Combat List
Fri Jul 31 8:30 AM - 11:00   Youth Combat List
Sat Aug 1 8:30 AM - 11:00   Youth Combat List
Sun Aug 2 8:30 AM - 11:00   Youth Combat List
Mon Aug 3 8:30 AM - 11:00   Youth Combat List
Wed Aug 5 8:30 AM - 11:00   Youth Combat List

Youth armored combat open sparring. Instruction and training for both new and experienced youth fighters aged 6-17. Mêlée scenarios will be available based on both marshal and fighter attendance for the session. A parent or legal guardian must accompany youth fighters to register for their first session. Limited loaner gear available on a first come, first serve basis. Pennsic-specific authorizations are allowed for youth fighters, Kingdom authorizations may be offered if the marshals are available, a parent or legal guardian must be present for Kingdom authorizations.

Youth Armored Combat Open Sparring
Mistress Karrah the Mischievous   East   3 hours   Wed
Jul 29 12:00 PM - 15:00   Youth Combat List

Youth Armored Combat open sparring. Instruction and training for both new and experienced youth fighters aged 6-17. Mêlée scenarios will be available based on both marshal and fighter attendance for the session. A parent or legal guardian must accompany youth fighters to register for their first session. Limited loaner gear available on a first-come, first-serve basis. Pennsic-specific authorizations are allowed for youth fighters, Kingdom authorizations may be offered if the marshals are available. A parent or legal guardian must be present for Kingdom authorizations.

Youth Marshal Meet and Greet
Mistress Karrah the Mischievous   East   1 hour
Sun Aug 2 4:00 PM - 17:00   Youth Combat List

All Youth Marshals, both Armored and Rapier, are invited to the Youth Armored Combat list for a meet and greet. We will discuss Society and Kingdom level rule changes, as well as have a chance to meet marshals from across the Knowne World, including the Society Youth Marshal! Marshals in training are also welcome. This is an adult activity and not intended for youth, aside from approved teen marshals in charge.

Youth Pole Arm Tourney
Master/Syr Tarl   Aethelmearc   1.5 hours
Mon Aug 3 6:00 PM - 19:30   Youth Combat List

This tourney is for all youth fighters. It will be fought with youth legal pole arms in a bear pit format.

Youth Rapier 101
Mistress Karrah the Mischievous   East   1 hour   Tue
Jul 28 10:00 AM - 11:00   Youth Rapier List   Mon
Aug 3 10:00 AM - 11:00   Youth Rapier List

Introduction to Youth Rapier for all divisions.

Youth Rapier Day of Mêlées
Mistress Karrah the Mischievous   East   2 hours
Wed Aug 5 12:00 PM - 14:00   Youth Rapier List

Following the Tournament of Defense in the morning, Youth Rapier will host a day of mêlées at the list field! Let sound the horns of war! Youth mêlées teach safety and fun with a full day of Youth Rapier melee combat.

Youth Rapier Glow Saber Tourney
Mistress Karrah the Mischievous   East   2 hours   Mon
Aug 3 6:30 PM - 20:30   Youth Rapier List

Make it glow! We will put glow sticks on the blade and play until dusk makes it difficult to see the blades. Please bring your own gear if you have it. YR has a limited amount of loaner gear.

Youth Rapier Open Sparring
Mistress Karrah the Mischievous   East   2 hours
Tue Jul 28 12:00 PM - 14:00   Youth Rapier List
Mon Aug 3 12:00 PM - 14:00   Youth Rapier List

Youth rapier open sparring - teaching and sparring. Bring your own gear if you have it. YR has a limited amount of loaner gear.

Youth Rapier Open Sparring
Mistress Karrah the Mischievous   East   5 hours
Wed Jul 29 9:00 AM - 14:00   Youth Rapier List
Thu Jul 30 9:00 AM - 14:00   Youth Rapier List
Fri Jul 31 9:00 AM - 14:00   Youth Rapier List
Sat Aug 1 9:00 AM - 14:00   Youth Rapier List
Sun Aug 2 9:00 AM - 14:00   Youth Rapier List
Thu Aug 6 9:00 AM - 14:00   Youth Rapier List

Youth rapier open sparring- Teaching and sparring. Bring your own gear if you have it. YR has a limited amount of loaner gear.

Youth Rapier Open Sparring
Mistress Karrah the Mischievous   East   2.5 hours
Tue Aug 4 11:30 AM - 14:00   Youth Rapier List

Youth rapier open sparring - teaching and sparring. Bring your own gear if you have it. YR has a limited amount of loaner gear.

Youth Rapier Tournament of Defense
Mistress Karrah the Mischievous   East   2 hours
Wed Aug 5 10:00 AM - 12:00   Youth Rapier List

This Tournament will be held in the Midrealm Battlefield Pavilion, so the show may go on, rain or shine! This is a tournament where the youth can fight one on one with Masters of Defense and other qualified fighters. All MODs are welcome from any Kingdom.

COMBAT:STEEL

Harnischfechten Experiment Deed of Arms
Brian of Stonemarche East 2 hours
Sun Aug 2 10:00 AM - 12:00 Steel Combat

Harnischfechten is a new experimental combat form in the SCA that draws heavily on the armored HEMA community. It features full armor and steel weapons. Thrusts are allowed and grappling is optional. Fighting is "Armor as Worn" and bouts are fought to a disabling condition. This Deed will feature a VIP Gallery to judge the overall "First Among Equals" in chivalrous single combat. Rules and more information as it becomes available at: https://bit.ly/pennsichfdeed.

Harnischfecten Marshaling : It's Different
Earl Laeghaire O'Laverty Atlantia 1 hour
Fri Jul 31 10:00 AM - 11:00 University Battlefield
Tue Aug 4 10:00 AM - 11:00 University Battlefield

Harnischfecten is historically based European armored combat in full steel harness and is currently in experimental status in the SCA. Besides allowing weapons and techniques not generally used in SCA combat, it also uses "active" marshaling which is a bit different from standard SCA combat marshaling. If you want to be a marshal for *Harnischfecten* , you need to know what those differences are and start getting familiar with applying them. Even if you do not wish to become a marshal, you can learn what's different about *Harnischfecten* . This class will cover the basics with explanations and demonstrations. If willing combatants are available, practice bouts will give participants a chance to test what they learn. You do not need to be a fighter to be a *Harnischfecten* marshal.

3rd Known World Armored Steel Tournament
Brian of Stonemarche East 2 hours
Wed Aug 5 3:00 PM - 17:00 Steel Combat

We will once again be presenting the Known World Armored Steel Combat Tournament. This will be run by SCA Armored Combat with Rebate Weapons rules. This will be run by Lord Samael Wyldehart from Æthelmearc.

SCA *Harnischfechten* Experiment Practice
Brian of Stonemarche East 3 hours
Wed Jul 29 9:00 AM - 12:00 Steel Combat
Thu Jul 30 9:00 AM - 12:00 Steel Combat
Fri Jul 31 9:00 AM - 12:00 Steel Combat
Sun Aug 2 12:00 PM - 15:00 Steel Combat
Mon Aug 3 9:00 AM - 12:00 Steel Combat
Tue Aug 4 9:00 AM - 12:00 Steel Combat
Wed Aug 5 9:00 AM - 12:00 Steel Combat

SCA *Harnischfechten* Experiment will be run at the Steel Tent. We will be running training, practice and pickups.
Harnischfechten : normal hours of operation:
- Wednesday, 29 July 9am-12pm
- Thursday, 30 July 9am-12pm
- Friday, 31 July 9am-12pm
- Saturday, 1 August: CLOSED (for opening ceremonies prep)
- Sunday, 2 August 9am-12pm
- Monday 3 August 9am-12pm
- Tuesday 4 August: 9am-12pm
- Wednesday 5 August 9am-12pm

NOTE: The Steel Combat area may be closed at certain times due to weather, lack of attendees, or during major battles, at the Steel Marshal in Charge's discretion.

COOKING

Arabic Versus Ottoman - Taste the Difference
Mu'allimah Urtatim al-Qurtubiyya West 1.5 hours
Thu Jul 30 10:00 AM - 11:30 A&S 4
Tue Aug 4 9:00 AM - 10:30 A&S 4
Handouts Limit 12 $1.00
Materials Limit 12 $9.00 lamb (meat has gotten crazy expensive!), spices, dried fruits, nuts, honey, butter, onions, lemons, rice, paper plates, paper cups, bamboo forks, bamboo spoons, propane

Arabic-language recipes exist from the 9th through the 15th centuries, as culinary works spread from Baghdad through Syria and Egypt to al-Andalus. They influenced Ottoman palace cooking, yet 15th and 16th century Ottoman taste was quite different from that represented by Arabic cookbooks. We will cook two meat dishes that are ostensibly the same, having the same name, to compare the Arabic use of complex spicing with the Ottoman preference for few spices but the inclusion of several fruits in their meat dishes. They will be accompanied by that luxury food, rice, which was rarely accessible to common people. **Note:** will contain nuts.

Building a Camp Bread Oven
Mistress Angharad ferch Tangwystl Midrealm 2 hours
Tue Jul 28 9:00 AM - 11:00 The Camp of the Three Bears: N17 along Battle Road

A hands-on lesson in one method of constructing a temporary beehive bread oven, one that's been built each year at Pennsic for two decades.

Cooking from Period Sources
Master Cariadoc West 1 hour
Tue Jul 28 11:00 AM - 12:00 A&S 1
Handouts Limit 40

How to start with a recipe that was written in period and end up with a dish that is consistent with that recipe and tastes good. Also, a discussion of available sources for recipes.

Enjoy Your Feast
Baroness Sadira bint Wassouf Aethelmearc 1 hour
Tue Aug 4 2:00 PM - 15:00 A&S 2

Ever wonder what goes into preparing for and running a feast or dayboard? Ever want to get into the mind of a cook and see for yourself how we reason our way through food sensitivities, last-minute substitutions, and other day-of obstacles? This class will walk you through a basic feast menu from planning to feast day with a couple fun games and **lots** of silliness. Perfect for feast goers and cooks alike. This is meant to be both fun and educational; to open the door to communication between those who cook and those who enjoy feasts (and dayboards) in the SCA.

Fats and Oils in the Kitchen: Past to Present
Mistress Bryn Ni MacRose Aethelmearc 1.5 hours
Tue Aug 4 1:00 PM - 14:30 A&S 10
Handouts Limit 25

From ancient cooking fires to modern kitchens, fats, oils, and greases have shaped the way we prepare food. In this class, we'll explore how different cultures throughout history used different fats, oils, and greases in their cooking. Not all the oils we use today were available in the past, nor are some of the fats, oils, and greases that were used in that period readily available today. We will look at where and how they sourced their ingredients, as well as any religious or cultural reasons for their choices. We'll also examine the best uses for each fat in today's kitchen, from frying and baking to preservation and flavor enhancement, and how all of this plays a role in your planning of a feast. This is mostly a discussion-based class, with the opportunity to taste several options, which will deepen appreciation for these essential ingredients and how they continue to influence cooking worldwide.

From K-Drama to Table
Mistress Helewyse de Birkestad Midrealm 1 hour
Tue Jul 28 11:00 AM - 12:00 A&S 5
Sat Aug 1 9:00 AM - 10:00 A&S 5

Modern Korean food has gained a following in recent years. But what did the food of Korea look like prior to the introduction of chili peppers, prior to the Japanese invasion and occupation, prior to the US presence and influence and prior to the modern era. What is *kimchi* when there is no chili? What do fried foods look like? What did they eat and when did they eat it?
I did a "bit of research", then some more. So far I have uncovered more than 44 Journal articles, 4 websites and 2 pre-17th century Korean cookbooks.
This class will cover my discovery, my research tools, the challenges of working in a cuisine and language that is not your own and the absolute joy and deliciousness of Korean food. Samples may be available, resources absolutely will be shared as QR codes.

Frying Pan Bread and Pastries
Master Cariadoc West 2 hours
Wed Aug 5 1:00 PM - 15:00 East Kingdom Royal Kitchen

A demonstration of a period flatbread recipe and two period pastry recipes, all of which can be made in a frying pan over your campfire. The flatbread is 10th-century Middle Eastern; the pastries are 13th-century Andalusian.

How to Maintain an Outdoor Cooking Fire
Mistress Catherine of Deva Midrealm 1 hour
Tue Aug 4 1:00 PM - 14:00 A&S 5

Learn how to lay up and maintain a fire for cooking. A cooking fire is very different than a fire you are just going to sit around. The kind of fire you will need depends on what you are going to cook. We will discuss/show the different types.

Introduction to Medieval Cooking
Orlaith in vithfroli No Kingdom 1.5 hours
Wed Jul 29 1:00 PM - 14:30 Silverkeep, E-15, corner of Howard's Fenway and Great Northern Highway
Wed Aug 5 1:00 PM - 14:30 Silverkeep, E-15, corner of Howard's Fenway and Great Northern Highway
Handouts Limit 20 $1.50
Materials Limit 20

This class is designed for those who may be interested in learning took with medieval foods and recipes (receipts), those who have heard that medieval cooking does not taste good to our modern palates (false), or those who get excited learning about different cuisines, foods, and tastes. We will mainly cover European cooking but will address eastern cooking briefly. We will discuss the foods, spices, ways to prepare various types of food and concessions we need to make when preparing a feast or cooking in our modern kitchens, and how to get started with medieval cooking - basic recipes, books, etc. Hoping to have a few items available for tasting.

King's Table to the Modern Hall: Fish/Seafood
Mistress Bryn Ni MacRose Aethelmearc 1.5 hours
Wed Aug 5 11:30 AM - 13:00 A&S 10
Handouts Limit 30

Fish was far more than a "Friday alternative" in the pre-modern world; it was a cornerstone of the economy, a religious necessity, and a display of culinary mastery. This is a look at the evolution of fish & seafood from the Middle Ages and Renaissance to the unique challenges and solutions they face today within the SCA.

Pennsic Without a Cooler
Mistress Elizabeth of Dendermonde West 1 hour
Tue Jul 28 10:00 AM - 11:00 A&S 2
Handouts Limit 30

How to feed yourself period food at long camping events without the use of a cooler.

Period Islamic Cooking
Master Cariadoc West 1 hour
Mon Aug 3 11:00 AM - 12:00 A&S 2
Handouts Limit 30

A description of a wide range of recipes from period Islamic cookbooks, along with a discussion of the available sources.

Period Pasta
Master Cariadoc West 2 hours
Fri Jul 31 10:00 AM - 12:00 East Kingdom Royal Kitchen

A class demonstrating period pasta recipes from European and Islamic period cookbooks.

The Kitchen Dance
Sisuile Butler East 1 hour
Tue Jul 28 1:00 PM - 14:00 A&S 7
Tue Aug 4 9:00 AM - 10:00 A&S 7

Part of being an effective event cook is organizing your kitchen and staff. There are multiple philosophies of how to do this, and we'll talk through them, why you might choose one over another, and other considerations about many people moving through a confined space and trying to coordinate that.

CORDAGE

Kumihimo-ya Braiding Workshop
Shonagon Ishiyama Gen'tarou Yori'ie Aethelmearc
2 hours
Mon Aug 3 10:00 AM - 12:00 Clan Yama
Kaminari (E03)

Visit our Japanese-themed camp and practice braiding with us. We will have a variety of equipment available, or bring your own. We can teach many different styles and techniques for Japanese braiding. Learn new things, get help with difficulties, have your questions answered, share your braiding experiences, or just work on your braid in a communal setting.

Beginner Fingerloop Braiding
Mistress cristina inghean Ghriogair Aethelmearc 1 hour
Thu Jul 30 3:00 PM - 16:00 A&S 8
Mon Aug 3 1:00 PM - 14:00 A&S 8
Handouts Limit 20

It's easier than you think. Anyone from 5 to 90 can do it. So come learn how to make a spiral braid. (This braid, *A lace bend rounde of 8 bowes -- c. 1475* ; and others can be found at www.fingerloop.org)
Time allowing, I'll also demonstrate a simple braid great for medallion cords. Young children may need assistance but are welcome. Materials and handouts provided.
Cristina inghean Ghriogair (donnamac123@hotmail.com)

Family Kumihimo Basics
Baron Egill the Loomwright No Kingdom 1 hour Sun Aug 2 3:00 PM - 16:00 Pine Box Traders Materials Limit 10 $12.00 disk, bobbins, string, & instructions

Family-oriented kumihimo: braiding round cord on a disk. Youth welcome with parent or guardian. Make a basic round cord which can be used for everything from shoestrings to medallion cords. Disk, string, and bobbins provided.

Hedeby 6-Strand Braid
Mistress Constance Glyn Dwr Aethelmearc 1 hour
Sat Aug 1 11:00 AM - 12:00 A&S 8
Tue Aug 4 10:00 AM - 11:00 A&S 11
Handouts Limit 15
Materials Limit 10 $5.00 Enough wool thread for 3 yards of finished trim per person and one dowel per person.

A fragment of an apron dress found in Hedeby has a plait braided from six wool threads in red and yellow sewn over a tuck. Come learn to plait this thin 6-strand braid. Hands-on, make-and-take.

Kumihimo Basics
Baron Egill the Loomwright No Kingdom 1 hour Wed Jul 29 11:00 AM - 12:00 Pine Box Traders
Thu Jul 30 9:00 AM - 10:00 Pine Box Traders
Fri Jul 31 1:00 PM - 14:00 Pine Box Traders
Thu Aug 6 3:00 PM - 16:00 Pine Box Traders
Materials Limit 10 $12.00 Disk, bobbins, string, & instructions

Kumihimo is cord braiding on a disk. Make a basic round cord. Disk and string provided; take your work home with you.

Kumihimo Basics: Flat 8-Strand Weave
Angharad verch Morgan Aethelmearc 1 hour
Fri Jul 31 3:00 PM - 16:00 A&S 7
Wed Aug 5 2:00 PM - 15:00 A&S 7
Materials Limit 10 $5.00 4" foam kumihimo disk, plastic bobbins, red and white crochet yarn

In this class students will learn the basic 8 strand flat weave, using a hand-held kumihimo disk. Materials will be provided ($5.00 donation is appreciated) **or** students may bring their own materials. If students have a *marudai* (standing kumihimo frame), they are welcome to use that instead of the hand-held disk; instruction will be provided for both.

Kumihimo Basics: Round 8-Strand Weave
Angharad verch Morgan Aethelmearc 1 hour
Wed Jul 29 3:00 PM - 16:00 A&S 7
Mon Aug 3 2:00 PM - 15:00 A&S 8
Materials Limit 10 $5.00 4" foam kumihimo disk plastic bobbins, red and white crochet yarn

In this class students will learn the basic 8 strand round weave, using a hand-held kumihimo disk. Materials will be provided ($5.00 donation is appreciated) OR students may bring their own materials. If students have a marudai (standing kumihimo frame), they are welcome to use that instead of the hand-held disk; instruction will be provided for both.

Kumihimo Basics: Square 8-Strand Weave
Angharad verch Morgan Aethelmearc 1 hour
Thu Jul 30 3:00 PM - 16:00 A&S 7
Tue Aug 4 2:00 PM - 15:00 A&S 7
Materials Limit 10 $5.00 4" foam kumihimo disk, plastic bobbins, red and white crochet yarn

In this class students will learn the basic 8-strand square weave, using a hand-held kumihimo disk. Materials will be provided ($5.00 donation is appreciated) **or** students may bring their own materials. If students have a *marudai* (standing kumihimo frame), they are welcome to use that instead of the hand-held disk; instruction will be provided for both.

Kumihimo Braiding
Lord Fiachra an Chleitigh Midrealm 1 hour
Thu Jul 30 11:00 AM - 12:00 Teen University
Handouts Limit 10

Learn how to set up kumihimo cords in a way to work with long strings, how to read both beginner and intermediate patterns, as well as some history of kumihimo.

Lucet Basics
Baron Egill the Loomwright No Kingdom 1 hour
Fri Jul 31 11:00 AM - 12:00 Pine Box Traders
Mon Aug 3 3:00 PM - 16:00 Pine Box Traders
Tue Aug 4 9:00 AM - 10:00 Pine Box Traders
Materials Limit 10 $15.00 Lucet, string & instructions

Make a square cord and a two-color cord.

Making 3-Strand Tent Ropes
Baron Bróccín MacIvyr East 1 hour
Tue Jul 28 1:00 PM - 14:00 A&S 12
Mon Aug 3 9:00 AM - 10:00 A&S 13
Materials Limit 15 $3.00 Rope, tensioner, ring, tape

A period tent has a number of ropes to hold everything in place. While these ropes can be quickly assembled by tying some simple knots, why not go the extra mile and finish your ropes with style?
This class will provide instruction on a tucked crown knot, an eye splice, and a figure eight knot, all taught with standard twisted (3-strand) manila rope, along with the use of a wooden tensioner and metal ring to reduce abrasion of the rope.
We will also discuss several commonly available rope fibers.

Natural Cordage Making
Mistress Constance Glyn Dwr Aethelmearc 1 hour
Sat Aug 1 9:00 AM - 10:00 A&S 10
Thu Aug 6 10:00 AM - 11:00 A&S 10
Handouts Limit 15 $2.00
Materials Limit 15

Cordage made from plant and animal fibers have been used throughout history. It can be used for bowstrings, fishing lines, snares, basketry, and bag making. We will provide materials and teach you two different ways of making your own cordage.

Netting a Loop-and-Twist Bag
Mistress Constance Glyn Dwr Aethelmearc 1.5 hours
Mon Aug 3 9:00 AM - 10:30 A&S 10
Handouts Limit 20 $1.00
Materials Limit 15 $6.00 Bone needle and natural cord

Making a loop-and-twist bag, a knotless netted bag. From neolithic to modern, it's the precursor to nålbinding. The technique uses a single piece of cordage in a spiraling chain of interlinked loops to produce containers, hats, socks, and other tubular items. Students will make one bag and go home with the needle and knowledge to make more!

COSTUMING

Eboshi Hats and *Tabi* Shoes
Shonagon Ishiyama Gen'tarou Yori'ie
Aethelmearc 1.5 hours
Tue Aug 4 10:00 AM - 11:30 Clan Yama
Kaminari (E03)

If you wish to dress head to toe as a person of medieval Japan, you may wish to cover your head with an *eboshi* and your feet with *tabi* . Multiple patterns and methods of creating each will be discussed, as well as other kinds of headwear and footwear.

Add a Bead or Two
Baroness Constance Waite Aethelmearc 1.5 hours
Thu Jul 30 1:00 PM - 14:30 A&S 3
Materials Limit 10 $5.00 Base fabric, small quantity of beads, needle, needle puller, spacing marker, bead holders, box to hold supplies

View various forms of enhancing fabric or embroidery with sewn-on beads. Work on a project to create a beaded medallion or a beaded edging. You will leave with a beginning beading kit and a started beading project.

Adorning Beauty
THL Ilaria Rosati Aethelmearc 1 hour
Wed Jul 29 10:00 AM - 11:00 Cosmetica Obscura - Space 087
Sun Aug 2 10:00 AM - 11:00 Cosmetica Obscura - Space 087
Materials Limit 12 $5.00 ingredients and containers for the samples

Experience makeup, scents, and skin care containing precious jewels, 24K gold, genuine pearls, amber, rock crystal, alabaster, lapis lazuli, and more! Explore authentic beauty formulas recreated from historical sources.
On the Street of Gold at Cosmetica Obscura, Merchant Space 087. We welcome you to our new location! See Pennsic University track "Cosmetica Obscura" for our full class schedule.

Æthelmearc Clothiers' Guild Crafts
Lady Umbriana Campana Aethelmearc 4 hours Tue Aug 4 10:00 AM - 14:00 Aethelmearc Populace Tent

Æ Clothiers' Guild Crafts, Tuesday, 8/4, 10 am - 2 pm, Æ Royal Common Open area, Bardic Area, and Common Tent (if needed/shared)

Anglo-Saxon Ring Pouch
Mistress Kaleeb the green eyed Atlantia 2 hours Thu Jul 30 9:00 AM - 11:00 A&S 7
Handouts Limit 12 $1.00
Materials Limit 12 $10.00 All of the supplies and materials needed to make a ring pouch.

Create the only pouch an Anglo-Saxon woman would ever want or need, using linen cloth, linen thread and a hand woven tab. This is a good beginner sewing class. **Adult only. Skill level above a child's ability.**
Adults Only! Skill level above a child's ability

Bathing Beauty in 1256 AD
THL Ilaria Rosati Aethelmearc 1 hour
Tue Jul 28 4:00 PM - 17:00 Cosmetica Obscura - Space 087
Sun Aug 2 4:00 PM - 17:00 Cosmetica Obscura - Space 087
Materials Limit 12 $5.00 ingredients and containers for the samples

How to bathe with seashells, coral, and fish glue? These facial cleansers might make you feel like a mermaid! We will experiment with three unusual recipes from the *Regime du Corps* , a book of wellness from 13th century France.
There will be a Make and Take portion if time allows, check back soon!
On the Street of Gold at Cosmetica Obscura, Merchant Space 087. We welcome you to our new location! See Pennsic University track "Cosmetica Obscura" for our full class schedule.

Beard and Hair Products Pre-1600
THL Ilaria Rosati Aethelmearc 1 hour
Fri Jul 31 10:00 AM - 11:00 Cosmetica Obscura - Space 087
Wed Aug 5 10:00 AM - 11:00 Cosmetica Obscura - Space 087
Materials Limit 12 $3.00 ingredients and containers for the samples

From the spiked hair of ancient Irish warriors, to Viking and Anglo-Saxon herbal remedies for hair growth, to hair balms and oils of Renaissance Italy, experience hair products recreated from manuscripts and archaeological finds!

On the Street of Gold at Cosmetica Obscura, Merchant Space 087. We welcome you to our new location! See Pennsic University track "Cosmetica Obscura" for all class topics.

Bling Out Your Veils
Baroness/THL Oddkatla Jonsdottir Aethelmearc 1.5 hours
Sat Aug 1 10:00 AM - 11:30 A&S 5
Tue Aug 4 11:00 AM - 12:30 A&S 5
Handouts Limit 25 $2.00
Materials Limit 10 $15.00 fabric for veil, beads, beading needle, thread

Basic veil beading. You will leave class with a working knowledge of how to do simple veil beading. Ten kits available. Other students may watch the class; there will be extra handouts. If you would like to attend, you can bring your own veil and beads, and take the class.

Adults Only! anyone over the age of 12, working with needles and small beads.

Botanical Blushes
THL Ilaria Rosati Aethelmearc 1 hour
Mon Jul 27 10:00 AM - 11:00 Cosmetica Obscura - Space 087
Thu Aug 6 10:00 AM - 11:00 Cosmetica Obscura - Space 087
Materials Limit 12 $2.00 ingredients and containers for the samples

Historical makeup from flowers, fruits, and roots. From a Moroccan rouge of poppy petals to Caterina Sforza’s 1486 recipe for "Spanish Clouts", these natural rouges take unique and surprising forms.

On the Street of Gold at Cosmetica Obscura, Merchant Space 087. We welcome you to our new location! See Pennsic University track "Cosmetica Obscura" for our full class schedule.

Coats, Cloaks, and Other Outerwear
Sisuile Butler East 1 hour
Sun Aug 2 9:00 AM - 10:00 A&S 7
Handouts Limit 15 $2.00

Weather happens. Sometimes it's cold or wet. What is the appropriate coat, cloak, or other protection from the elements for your persona? Survey of European outerwear 1000-1600 CE.

Cosmetics of Ancient Iran
THL Ilaria Rosati Aethelmearc 1 hour
Tue Jul 28 10:00 AM - 11:00 Cosmetica Obscura - Space 087
Tue Aug 4 4:00 PM - 17:00 Cosmetica Obscura - Space 087
Handouts Limit 12 $2.00
Materials Limit 12 $3.00 printing handouts, samples

Brilliant eyeliners and eyeshadows from Shahr-i-Sokhta and other regional archaeological finds. Try out authentic feather applicators!

On the Street of Gold at Cosmetica Obscura, Merchant Space 087. We welcome you to our new location! See Pennsic University track "Cosmetica Obscura" for our full class schedule.

Demystifying Iron Age European Trousers
Farolfus filius Richardi Northshield 1 hour
Wed Aug 5 1:00 PM - 14:00 EPA&S 1, E23 block

This demonstration and discussion of the theory behind Iron Age trouser patterns focuses on two extant finds dated between 100 and 300 CE (the Thorsberg and Damendorf trousers). The class looks at the ways Iron Age makers used careful seam placement and pattern piecing to get a well-fitting garment. Attendees will learn tips to create or adapt their own trouser patterns using body measurements and draping rather than math or pattern grading. Attendees are also encouraged to bring garments in "time out" for troubleshooting. Everyone loves to hate these pants, and modern adaptations of the patterns do not always suit all bodies, but many of the pitfalls makers experience today can be overcome by understanding how and why the originals worked - and why simply scaling pieces up or down doesn't always create a good fit.

Early 16th Century Venetian Dress
Isabella D'Angelo Atlantia 1 hour
Fri Jul 31 11:00 AM - 12:00 A&S 13

A deep dive into Venetian dress from the late 15th to early 16th century, using portraits, extant pieces, and records to decode the cut, fit, and materials of the era. Participants will learn practical techniques for building accurate recreations, from pattern shapes to fabric choices.

Eleanora of Toledo and Maria of Aragona: Stockings
Mistress Camilla de la Reynarde Midrealm 1 hour
Mon Aug 3 2:00 PM - 15:00 A&S 6
Handouts Limit 20 $2.00

Eleanora of Toledo and Maria of Aragona were both 16th-C noblewomen of Spanish origin who married Italians. They died in the same decade, and both were buried wearing vastly different silk stockings. Who wore it better?

Encapsulating Your Wardrobe
Dama Mariana Ruiz de Medina Atlantia 1 hour
Tue Aug 4 11:00 AM - 12:00 A&S 8
Handouts Limit 10 $3.00

The modern concept of a capsule wardrobe is an excellent way to explore new and varied garb concepts. Curated, strategic garb choices can maximize your versatility and novelty while reducing your sewing, maintenance, and purchase costs. This class will explore the concept of a capsule wardrobe, how it can apply to the SCA in a variety of ways, and explore one example of a capsule wardrobe hands-on.

Evidence-Based Viking Male Clothing
Lorefather Þorfinnr Hróðgeirsson East 1 hour
Wed Jul 29 11:00 AM - 12:00 A&S 13
Sun Aug 2 11:00 AM - 12:00 A&S 12

What can we learn from archaeological, historical, and literary sources about Norse male clothing during the Viking era? Are you committing a deadly reenactorism, or is your garb Hedeby-erific? We'll talk through several sources of evidence, suggest choices to make or avoid, and if the weather isn't too hot, show some reconstructions with the instructor as model.

Fabric Fundamentals
Lady Winifride Barnes Northshield 1 hour
Mon Aug 3 12:00 PM - 13:00 A&S 12

A novice's crash course in the basics of choosing the "right" fabric for your project. Learn to navigate online fabric shopping.

Fancy Pants: A Look at Persian *Naqsh-e*
Duchess Yasamin al-Hadiyya Meridies 1 hour
Mon Aug 3 11:00 AM - 12:00 A&S 5
Handouts Limit 15 $1.50

An examination of late-period Persian ornamented pant legs as seen in the art and artifacts of the time. Like other clothing items, *naqsh-e* evolved from simple handicraft to high fashion to less-costly imitations. Artifacts are scarce, but changes in artistic depiction reflect both changing styles and shifts in the moral tone of the Persian courts.

Gathering and Pleating.
Lord Tempus Peregrinator Ealdormere 1 hour
Sat Aug 1 1:00 PM - 14:00 A&S 11

In this class we’ll look at many of the ways to get fabric to fit in a smaller space. How you can gather a larger amount of fabric into a smaller one, like waistbands and cuffs. Cartridge pleating, box, and knife pleats. Also ways to make even pleats and hold them in place.

Grabby Hands: How to Make the Things You Want
Dama Mariana Ruiz de Medina Atlantia 1 hour
Tue Aug 4 12:00 PM - 13:00 A&S 13
Handouts Limit 10 $3.00

This class aims to explore ways of interpreting single figure art sources to inform, design, and implement SCA garb. It follows a series of case studies from one artisan’s closet and the attempts to create specific outfits from figures in paintings and drawings for practical use as garb.

This class will cover the challenges of single figure art inspiration for garb, learnings from each of those projects, and tools to better enable garb-makers of all kinds to grow their confidence in the use of visual resources for garb making.

Gussets, Godets, and Gores, “Oh My.”
Lord Tempus Peregrinator Ealdormere 1 hour Sun Aug 2 1:00 PM - 14:00 A&S 11

This is a class about sewing gussets, godets, and gores - mostly gussets because after this you won't need the other ones. Combined with the keyhole neck class, this shows the easiest way to make a tunic, and more about sewing. How to cut and sew gussets, godets and gores, all devices to give your clothes better fit, more fullness and freedom of movement! We'll discuss how to cut and sew gussets, as found on the underarms of t-tunics, the fast and easy way. Also covers godets and gores, the difference and how easy they are, too. A lot of good advice about sewing in general.

Help Me, Tempus, You’re My Only Hope!
Lord Tempus Peregrinator Ealdormere 2 hours
Wed Jul 29 12:00 PM - 14:00 A&S 13
Wed Aug 5 2:00 PM - 16:00 A&S 12
(Garb Troubleshooting/Q&A Workshop)

This is a trouble-shooting and problem-solving class; garb problems diagnosed and solutions proffered. Bring to the class garb that went “wrong” or garb that didn’t “work” for you. We'll talk; it can be fixed. If you don’t have the garb here, bring your questions; we’ll do our best to solve your garb troubles. We’ll talk about gussets and how to use your seam ripper, too. This class can go on longer if needed. Also, this class will be offered next year.

Hemming Your Garb.
Lord Tempus Peregrinator Ealdormere 1 hour Thu Jul 30 1:00 PM - 14:00 A&S 11

This class covers everything you need to know about hemming any part of your garb. How to pre-cut hems, avoid those sagging sides, how to deal with linings, and hanging your garment.

Hip to Be Square
Master Ayse al Rumiyya Outlands 1 hour
Mon Aug 3 12:00 PM - 13:00 A&S 1
Thu Aug 6 10:00 AM - 11:00 A&S 1
Handouts Limit 15 $5.00

Curves belong on bodies, not on your fabric! In this class you will learn the names of the garments and the author's theory in construction. You will also learn how to adapt modern fabrics and techniques to obtain the shapes of Minoan clothing with minimal curve cutting to preserve fabric. Clothing and patterns for multiple genders discussed. Bring your sense of humor and come explore Bronze Age Crete. **Age 16+.**

Adults Only! Prefer 16+, we talk a little about bare breasts in the class due to the garb. No bare breasts in class.

Hooks and Eyes Workshop
Perrin Mansfield Atlantia 1 hour
Mon Aug 3 5:00 PM - 18:00 A&S 10
Handouts Limit 30 $2.00
Materials Limit 20 $3.00 Wire, Copies, Tools

Learn how to make your own hooks and eyes! It's easier than you think! In this one-hour workshop, you will make your own hooks and eyes and have the skills to easily make them again. Beginner friendly.

Bring your own wire working tools, if possible.

All ages welcome, but anyone **under 12 please arrive with participating adult.**

How to Make an English Gabled Hood
THL Ottilde Akkermann Trimaris 2 hours
Sat Aug 1 10:00 AM - 12:00 A&S 13

English gabled hoods can really highlight your Tudor garb. Learn how they're made and how to draft your own. If time allows, you'll leave with your own pattern.

Intro to Mongol Culture and Clothing
Hideg Magda Atlantia 1.5 hours
Tue Jul 28 11:30 AM - 13:00 Black Mountain, Booth 86
Mon Aug 3 11:30 AM - 13:00 Black Mountain, Booth 86
Handouts Limit 10

This class is a general introduction to the Mongol empire and its material culture. We will first go over the relevant foundation stones, which we need to understand the economy, government, and culture. From this was born the ethos, pathos, and aesthetic of the Mongol, of which we will show examples. This class will argue how narratively enticing **and** practically enticing joining the Great Horde can be.

Leather Coronets: Light, Bright and Beautiful
Maister Brendan Firebow East 1 hour
Sat Aug 1 10:00 AM - 11:00 A&S 10
Handouts Limit 15

Come learn about an alternative to metal coronets. Discuss ideas on how to make and decorate them. This often ends up becoming a roundtable discussion of ideas, techniques, etc.

Let's Talk About Sleeves.
Lord Tempus Peregrinator Ealdormere 1 hour Tue Aug 4 2:00 PM - 15:00 A&S 11

This class is about sleeves and how to fit them to a shirt, tunic, and doublet/bodice as well as period and modern techniques to make sleeves fit comfortably and easily. We'll end off with the finer details to fit "set-in" sleeves, if there's interest.

Linings and Turning Garb Right-Side Out
Lord Tempus Peregrinator Ealdormere 1 hour
Sat Aug 1 2:00 PM - 15:00 A&S 11

The lining holds a garment together but can be tricky to fit right. This class will delve into this important final step of turning that garment right-side out. Looking at stacking all the layers, dealing with sleeves, arm holes, your neck, attaching the skirt, getting all that fabric to behave the way you want it to. Talking about cutting and sewing and then turning that garment right-side out, doublet sleeves, and even how to deal with lining a cloak or a vest.

Make a Viking Hood
Nobilis Thory Vedardottir Midrealm 1.5 hours
Thu Jul 30 2:00 PM - 15:30 A&S 5
Sat Aug 1 1:00 PM - 14:30 A&S 7
Tue Aug 4 2:00 PM - 15:30 A&S 6
Handouts Limit 40 $2.00
Materials Limit 20 $6.00 The packet comes in a ziplock bag with needles and thread. I will have some pre-cut fabric for an additional $6.

This class explains how to put together a Skjoldehamn Harbor hood. I provide hoods for sizing, patterns, thread, needles, and scissors. The class handout is on my blog: https://vedardottir.wordpress.com/2024/05/14/how-to-sew-a-viking-skjoldehamn-hood.

Making Better T-Tunics
Baroness Aldermoureis "Alda" Ventzke Midrealm 2 hours
Tue Aug 4 1:00 PM - 15:00 A&S 3

Now that you have made your first t-tunic, learn some pointers for making the next one better. Taught jointly with Lady Bronwen Elvina ní hOdhrin.

Making Medieval Turnshoes
LANDGRAF DRUSILUS VON OBERBESSENBACH Aethelmearc 1 hour
Mon Aug 3 9:00 AM - 10:00 A&S 6

I will share my knowledge and experience making medieval turnshoes. After making about 1,400 pairs, I have a fairly streamlined process. I will go through the minimum necessary tools and materials, and then the step-by-step process that I use to make the shoes. I will describe the last-making process, selection of leather, list of other materials, the provide a demonstration of all of the stitches used, finishing techniques, and finally show how to turn the shoe right side out. **18+**
Adults Only! sharp tools and need for power tools to use the info from the class

Mentioning the Unmentionables
Lady Catherine Ruggeley East 1 hour
Wed Aug 5 10:00 AM - 11:00 A&S 7
Handouts Limit 30

Before the washing machine and the shower, how did people stay clean? Enter the base layers.

This will be a discussion about the base layers worn under European clothing from the Romans to beyond the Renaissance to keep clothes clean and the body comfortable. We will focus on how SCAdians can benefit from appropriate base layers including material selection, different pieces, and how to use base layers to make your garb last longer.

Neck Holes, A More Perfect Way.
Lord Tempus Peregrinator Ealdormere 1 hour Tue Aug 4 1:00 PM - 14:00 A&S 11

How a neck hole works, designing, drafting, and placement of the neck opening of any garment. Very simple geometry for how your neck hole works and get it to fit well every time. Starting with a basic keyhole necks for a T-tunics, the technique is transferable to doublets, bodices, cotehardies, houppelandes, and even modern shirts. This class is about getting a good fit around your neck.

North African Wrapped Dresses
Doña Maria Beatriz la Mora Atlantia 2 hours
Tue Aug 4 4:00 PM - 18:00 A&S 3
Handouts Limit 20 $1.00

We'll cover women's *Maghribi* wrapped dresses, and examine the similarities and differences with other people who wore this style, including Romans, Celts, and Vikings. We will also look at accompanying undergarments and accessories. If you want to be wrapped up before you go, bring 5-6 yards of light linen or cotton fabric, 55-60" wide. You will also need a belt or rope, and two very large safety pins, brooches, or kilt pins. Kilt pins and simple penannular brooches will be available as class materials at $3-5/pair.

Overview: The Bara Method from *The Modern Maker*
Viscountess Sylvie la chardonniere West 2 hours
Wed Jul 29 10:00 AM - 12:00 Downtown Campus
Handouts Limit 15 $1.00

The Bara notation shows up in *Alcega* and a couple of other period tailoring manuals. Matthew Gnagy dug into the topic in his books *The Modern Maker* , Vols. 1 and 2. The Bara notation is a way of expressing pattern in a simple way where the measurements on the pattern are represented as a proportion of a measurement of the person who will eventually wear the garment. It's mind blowing.

We will review *The Modern Maker* books and discuss why they are appropriate to an SCA setting. Then we'll delve into the Bara method as laid out in these books: what it is, how to use it, how it was probably used historically. Then we'll walk through drafting the bodice of a woman's kirtle which would be appropriate to the late-15th to early-16th century England, France, Spain, Brittany, and Flanders.
Adults Only! This is not a beginner or child-friendly topic.

Pants 1: The Basics, Design and Sew.
Lord Tempus Peregrinator Ealdormere 1 hour Thu Jul 30 12:00 PM - 13:00 A&S 11

How to make pants from scratch, starting with how to get the measurements you need, then how to use them to draft your own pattern that will work for any kind of pants. We will finish with how to sew your pants and wear them. To avoid the annoying uncomfortable mistakes.

Pants 2: Finishing Stuff, Fly, Pockets, Waistband.
Lord Tempus Peregrinator Ealdormere 1 hour
Sat Aug 1 12:00 PM - 13:00 A&S 11

This class finishes pants, the peripherals like the fly, which holds the two pants together, and the pockets, where you put your hands and other valuables. Waistbands and cuffs. Some history, but mostly how to and what options you have. The fiddly details.

Pants 3: Making Fancy Pants.
Lord Tempus Peregrinator Ealdormere 1 hour Sun Aug 2 12:00 PM - 13:00 A&S 11

This class is about the construction and wearing of Renaissance pants such as slops, "pumpkin pants," and *Pluderhosen* . Just what every Landsknecht needs, though it will help with any late period pants. Might talk about the famous Janet Arnold Upsala/Sture *Pluderhosen* with the "bum" as well as other cool pant stuff.

Pants 4: That's A Codpiece?
Lord Tempus Peregrinator Ealdormere 1 hour Tue Aug 4 12:00 PM - 13:00 A&S 11

A class on the misunderstood and maligned codpiece. Learn about their history, what they were really used for, how to make them, how to wear them, and deal with wearing them. There'll probably be a few laughs along the way.

Parting Glances Returns!
THL Ilaria Rosati Aethelmearc 1 hour
Thu Jul 30 4:00 PM - 17:00 Cosmetica Obscura - Space 087
Sat Aug 1 10:00 AM - 11:00 Cosmetica Obscura - Space 087
Handouts Limit 12 $1.00
Materials Limit 12 $2.00 ingredients, containers

Now with more examples and samples!

When the glamorous Queen Puabi was interred in her sunken tomb, she was accompanied by her ladies, her treasures, **and** her cosmetics.

Experience colorful eyeshadows recreated after ones excavated from the most lavish burial in the Royal Cemetery of Ur, currently in the collections of the Louvre. Precious tints of blue, green, pink, and purple. In seashell containers!

Pennsic on Pennies
Saiorse of Shadowclans Northshield 1 hour Sun Aug 2 9:00 AM - 10:00 A&S 13

A show-and-tell session to discuss outfitting yourself and others for Pennsic without breaking the bank. We will discuss garb, gear, and accessories that can be sourced directly (or altered easily) from things that may already be in your home or local secondhand store. This is not a class that will dig deep into the historical accuracy of materials/styles, but one that focuses on opening your mind instead of your pocketbook to create medieval illusion.

Pennsic on Pennies - Teen Edition
Saiorse of Shadowclans Northshield 1 hour
Mon Aug 3 3:00 PM - 16:00 Teen University

A show-and-tell session to discuss outfitting yourself and others for Pennsic without breaking the bank. We will discuss garb, gear, and accessories that can be sourced directly (or altered easily) from things that may already be in your home or local secondhand store. This is not a class that will dig deep into the historical accuracy of materials/styles, but one that focuses on opening your mind instead of your pocketbook to create medieval illusion.

Period Fabrics and Modern Sources
Lady Catalina Doro East 2 hours
Sat Aug 1 1:00 PM - 15:00 A&S 5
Handouts Limit 30

What fabrics were used in clothing during the Middle Ages and Renaissance in Western Europe? What are modern substitutions? Learn about how and where we can find these fabrics for our own garb. We will make a swatch book of physical examples to help identify and compare fabrics. The instructor has over a decade of experience working in fabric stores and making garb for family, friends, and strangers.

Pillbox *Tarboush* Hat Make-and-Take

Doña Maria Beatriz la Mora Atlantia 2 hours
Sat Aug 1 3:00 PM - 17:00 A&S 2
Handouts Limit 20 $3.00
Materials Limit 20 $30.00 aluminum foil and painter's tape for patterning, two pieces of contrasting fabric, three needles, pins, a small spool of thread, a pair of shears, and a piece of soap or a pencil stub for fabric marking

Tarboosh, fez , sugarloaf, pillbox: pattern and sew this simple, broadly-attested hat to fit your head and persona. Hat kits include instruction sheets, aluminum foil and painter's tape for patterning, two pieces of contrasting fabric, three needles, pins, a small spool of thread, a pair of shears, and a piece of soap or a pencil stub for fabric marking. Novice sewer-friendly.

Rapier Hangers, Sword Belts, and How to Wear Them

Maister Brendan Firebow East 1 hour
Sat Aug 1 12:00 PM - 13:00 A&S 5
Handouts Limit 15

Interested in wearing your sword in a period fashion, and not smacking everyone with it as you walk around? Come learn! We will also discuss making hangers, sword belts, and scabbards.

Recreating the Skjoldehamn Belt

Mistress Ciara McRobbie East 1 hour
Fri Jul 31 2:00 PM - 15:00 A&S 2
Thu Aug 6 11:00 AM - 12:00 A&S 3
Materials Limit 10 $5.00 Wool, braiding board, cotton thread

Hands-on class for beginners. Students will learn how to work a 12-strand braid and in the process, recreate a belt similar to the one found at Skjoldehamn.

Renaissance Italian *Camicia* (Shift/Chemise)

Magnifica Beatrice Domenici dellaCampana Northshield 1 hour
Thu Aug 6 10:00 AM - 11:00 A&S 5

Modelled after an extant 16th-C chemise in the V&A Museum, this class will explain the steps needed to make your own Italian *camicia* (women's shift/chemise). Drawing heavily on the (no longer available) *Realm of Venus* instructions, we will review construction, cutting diagrams, neckline options, and more.

Renaissance Venice by the Colors: Sumptuary Survey

Magnifica Beatrice Domenici dellaCampana Northshield 1 hour
Thu Aug 6 9:00 AM - 10:00 A&S 5

Unlike most other places in our period, the sumptuary laws of Renaissance Venice were more concerned with prescribing what should be worn by the elite than with prohibiting what should not be worn by those of lower ranks, though women's sleeves were a perpetual source of concern. We will discuss the *togati* of Venice, their distinctive style of dress, the rules which governed their (limited) sartorial choices, and touch on the few other sumptuary laws governing clothing that Venice issued. The instructor will also present possible "creative anachronisms" of how to interpret these dress standards to reflect rank, especially peerage rank, within the Society.

Roman Hairdressing for Beginners

THL Ilaria Rosati Aethelmearc 2 hours
Mon Aug 3 10:00 AM - 12:00 Cosmetica Obscura - Space 087
Mon Aug 3 4:00 PM - 18:00 Cosmetica Obscura - Space 087
Handouts Limit 20 $1.00
Materials Limit 10 $4.00 Scissors, needles, thread, bodkins, combs

Learn some basic techniques for Roman women's hairstyles, and see examples of styles of different eras. Bring a partner or follow along. If you can make a simple braid and thread a needle, you can learn this! Works best on shoulder-length or longer hair. Tools provided.

Skintone Makeup Around the World

THL Ilaria Rosati Aethelmearc 1 hour
Mon Jul 27 4:00 PM - 17:00 Cosmetica Obscura - Space 087
Thu Aug 6 4:00 PM - 17:00 Cosmetica Obscura - Space 087
Materials Limit 12 $5.00 ingredients and containers for the samples

White lead makeup was prized in Europe and Asia for millennia. Even today, foundations and concealers are mixed over a white mineral base that "vanishes" on Caucasian skin, but turns gray on other skin tones. But what about other makeup traditions? Yellow ochres of Sumeria, red ochres used by the Himba women of East Africa, shea butter dyed with *borututu* root, and more! Sample a selection of raw natural pigments from around the world and see how they play on your skin. All are welcome. On the Street of Gold at Cosmetica Obscura, Merchant Space 087. See Pennsic University track "Cosmetica Obscura" for our full class schedule.

Skjoldehamn Belt

Eleanor of Waldren Aethelmearc 1 hour
Wed Jul 29 9:00 AM - 10:00 A&S 5
Handouts Limit 25 $1.00
Materials Limit 10 $4.00 Yarn, working board

Learning how to make a 12-strand belt using the pattern from the belt found in the Skjoldehamn find. Handout and yarn will be supplied.

Skjoldehamn Hood

Eleanor of Waldren Aethelmearc 1 hour
Mon Aug 3 10:00 AM - 11:00 A&S 5
Handouts Limit 25 $1.00
Materials Limit 15 $4.00 Material, needle, thread

Making the hood from the Skjoldehamn bog find.

Stand Out with a Signature Style

Maria Charries East 1 hour
Thu Jul 30 10:00 AM - 11:00 A&S 3

Want to turn heads and create a consistent, memorable presence from event to event? Join us for a brainstorming class that explores creative, costume-based ways to "brand" your visual persona. We'll help you develop a signature look that leaves a lasting impression.

Stitches of Hallstatt

Lady Aíbinn of Roxbury Mill Atlantia 1 hour
Wed Aug 5 1:00 PM - 14:00 EPA&S 2, E23 block
Handouts Limit 10

Learn how to sew stitches commonly found on extant textiles from the Hallstatt culture as well as when and where they were used (for hems, for seams, for decoration).

The Viborg Shirt Seams (11th-C Danish *Skyrta*)

Viscountess Sylvie la chardonniere West 1.5 hours
Tue Jul 28 10:00 AM - 11:30 Downtown Campus
Handouts Limit 20 $1.00
Materials Limit 15 $4.00 Printed handout, linen, thread, needle.

The Viborg shirt is the only linen shirt from the Viking age (~11th C) found in Scandinavia or Europe in such good condition. The shirt has 10 pattern pieces and uses eight different seam types. This class will discuss the find, examine a recreation and work through samples of the eight different seam types. This is a combination show-and-tell with some hands-on sewing of samples.

Adults Only! This is a hands-on sewing class that assumes the student has basic understanding of hand sewing techniques. This class will not be teaching basic sewing skills that may be needed for young students to be able to fully participate.

The World is Not Flat but French Hoods Are

THL Ottilde Akkermann Trimaris 1 hour
Thu Jul 30 11:00 AM - 12:00 A&S 12

Learn why French hoods are not tiaras or golf visors, they're hoods, they're flat and they contain several pieces. Come learn why Hollywood is wrong and how portraits, effigies, and medallions guide us. You can even take home your own pattern if you'd like.

Thread-Woven Buttons for Teens

Baroness Umm Iskandar Mihri Midrealm 1 hour
Thu Jul 30 3:00 PM - 16:00 Teen University
Thu Aug 6 2:00 PM - 15:00 Teen University
Handouts Limit 20 $1.00
Materials Limit 20 $4.00 Materials: wooden beads, thread for weaving, needles, finishing beads, and beeswax. Handout fee is for cost of copies.

Learn the basic history and technique behind making your own thread-woven buttons. This class will provide you with a small kit and the opportunity to start creating your buttons in whatever colors you desire. Never worry about buttons matching your garb again! There will be a limit of 20 kits and handouts for this class, but any number of people may attend.

Viking Age Clothing: Archeological Evidence

THL Sunnifa Gunnarsdottir Midrealm 1 hour Fri Jul 31 12:00 PM - 13:00 A&S 13
Handouts Limit 50 $5.00

A survey of the major finds of Viking Age clothing, with an emphasis on interpreting the finds to make reasonably accurate reproductions. We will cover Birka, Damendorf, Eura, Hedeby, Mammen, Thorsbjerg, Viborg, and other finds; 45-page handout is available.

You Too Can Make Pants!

Lady Catherine Ruggeley East 1 hour
Wed Aug 5 9:00 AM - 10:00 A&S 12
Handouts Limit 30

Most folks learn to make garb by making a t-tunic but what comes next? This class will walk through the layout and construction of basic trousers based on early period construction. Pair these with a t-tunic for an early European look from the Iron Age to the 10th century. Comfortable, practical, and easy to make, add another garment to your repertoire! Bring a tape measure if you want to fit a pattern to yourself (or bring your muse if you want to sew for someone else). We will discuss material selection, fitting, and sewing by hand or with machine.

COURT

Æthelmearc Court

Meisterin Helena Mutzhasen Aethelmearc 2.5 hours
Tue Aug 4 6:00 PM - 20:30 Great Hall

Æthelmearc Court

Æthelmearc Court Procession Line-Up

Lady Umbriana Campana Aethelmearc 0.5 hour
Tue Aug 4 5:00 PM - 17:30 Aethelmearc Populace Tent

Æthelmearc court procession line-up, Tuesday 8/4, 5:15 pm - 5:45 pm, Æ Royal open area

Æthelmearc Rhydderich Hael Court

Lady Umbriana Campana Aethelmearc 3 hours
Thu Aug 6 4:00 PM - 19:00 Aethelmaerc Royal Camp

Rhydderich Hael Court, Wednesday, 8/5, 6 pm to 9 pm, Æ Royal Common Tent.

Æthelmearc Royal Back and Front Teardown

Lady Umbriana Campana Aethelmearc 6 hours
Fri Aug 7 10:00 AM - 16:00 Aethelmaerc Royal Camp

Æ Royal back and front teardown, Friday 8/7,10:00 am until completed, Æ Royal Camp Front and Back

Ansteorra Court

Michelle Chantal de Charente Ansteorra 1 hour
Thu Aug 6 6:30 PM - 19:30 Kingdom Ansteorra - BFT

Ansteorra Royal Court, Thursday 8-6-2026, 6:30pm; Ansteorra Royal.

Atlantia Royal Court

Royal Liaison Duchess Siobhan No Kingdom 1 hour
Wed Aug 5 6:00 PM - 19:00 Great Hall

Atlantia Royal Court, Wednesday, August 5th 2026, 6pm - 7pm, Great Hall/Barn

Barony-Marche of the Debatable Lands Court

Lady Umbriana Campana Aethelmearc 4 hours
Sun Aug 2 12:00 PM - 16:00 Aethelmaerc Royal Camp

Æ BMDL Court, Sunday 8/2, 12 pm to 4 pm, Æ Royal

Common Tent and Open Area.

Calontir Royal Court
Royal Liaison Duchess Siobhan No Kingdom 2 hours
Thu Aug 6 6:00 PM - 20:00 Calontir Royal
Calontir Royal Court - "?" day, August "?", 2025 - 6 pm to 8 pm - Calontir Royal Camp.

East Kingdom Court
Royal Liaison Duchess Siobhan No Kingdom 2 hours
Tue Aug 4 5:30 PM - 19:30 East Kingdom Royal Hall
East Kingdom Royal Court; Tuesday, August 4th 2026; 5:30pm - 7:30pm; East Kingdom Royal. If raining, court will be held under the East Kingdom Battlefield tent.

Midrealm Royal Court
Royal Liaison Duchess Siobhan No Kingdom 2.5 hours
Thu Aug 6 6:30 PM - 21:00 Great Hall
The Court of Their Royal Majesties Louis and Sadb. Thursday August 6th, 6:30 pm - 9:00 pm, Great Hall.

Northshield Royal Court
Royal Liaison Duchess Siobhan No Kingdom 1 hour
Thu Aug 6 6:00 PM - 19:00 Northshield Royal - E02
Northshield Royal Court - Thursday, August 6th, 2026 - 6 pm - 7pm, Northshield Royal Camp (E02).

Trimaris Royal Court
Royal Liaison Duchess Siobhan No Kingdom 1 hour
Thu Aug 6 6:00 PM - 19:00 Trimaris Royal
Trimaris Royal Court - Thursday, August 6th, 2026 - 6 pm - 7pm - Trimaris Royal Camp, W17-2.

CRAFTS: MISCELLANEOUS

Cuirboulli : Water-Hardened Leather Armor
Master Cariadoc West 1 hour
Sat Aug 1 4:00 PM - 17:00 A&S 4
Handouts Limit 50
How to make armor from vegetable-tanned leather, using hot water.

Ebru : Turkish Art of Marbling
Mistress Tatiana Marana Melville Northshield 2 hours
Tue Jul 28 9:00 AM - 11:00 Griffin’s Hoard - merchants
Fri Jul 31 9:00 AM - 11:00 Griffin’s Hoard - merchants
Sun Aug 2 1:00 PM - 15:00 Griffin’s Hoard - merchants
Handouts Limit 8
Materials Limit 8 $20.00 Fee is for supply use, paints, carrageenan, alum, paper fan or kercheif. Also includes handout.
Have you seen the marbled end pages in books? Those are created with the art of *ebru* . Water marbling is an ancient Turkish art. Everyone will marble paper and then will have the chance to marble a fan or a kerchief. If you want to marble more than one fan or one kerchief, there will be an additional fee. **Children need to be accompanied by an adult.**

Orihon : Making Folding Books
Baroness Aldermoureis "Alda" Ventzke Midrealm 2 hours
Sun Aug 2 12:00 PM - 14:00 Teen University
Materials Limit 20
Make an accordion-style of book that was used in Asian countries.

13th Century Syrian Incense - Make and Take
Mistress Ilaria degli Attavante Midrealm 1.5 hours
Wed Aug 5 2:00 PM - 15:30 A&S 4
Thu Aug 6 11:00 AM - 12:30 A&S 4
Materials Limit 20 $10.00 Material fees cover cost of frankincense, musk, mastic, and spices
Students will learn about the history of incense in and will have an opportunity to make incense using a recipe from a 13th-century Syrian cookbook. Each student will be able to take away some incense that we make together.

Amber: Northern Gold
Amber Nightstalker No Kingdom 1.5 hours
Mon Aug 3 1:00 PM - 14:30 Bog U
Handouts Limit 25
Materials Limit 25 $5.00 raw amberpolishing materials
Amber has played an important part in history. It was sought after not only for decoration, but also used as a talisman or amulet, used medicinally to treat a variety of ailments, and used as currency for trade. Participants will be taught how to take a raw piece of amber and begin to shape and polish it to bring out the natural unique qualities of each piece of history. While you are busy shaping away, there will be a casual discussion on historical and mythical relevance.

Amber: Northern Gold
Amber Nightstalker No Kingdom 1.5 hours
Wed Aug 5 10:00 AM - 11:30 A&S 10
Wed Aug 5 2:00 PM - 15:30 A&S 10
Handouts Limit 25
Materials Limit 25 $5.00 raw amberpolishing materials
Amber has played an important part in history. It was sought after not only for decoration, but also used as a talisman or amulet, used medicinally to treat a variety of ailments, and used as currency for trade. Participants will be taught how to take a piece of raw amber and begin to shape and polish it to bring out the natural unique qualities of each piece of history. While you are busy shaping away, there will be a casual discussion on historical and mythical relevance.

Basic Anglo Saxon Ring Pouch
Franceska of Stormwall Atlantia 2 hours
Mon Aug 3 11:00 AM - 13:00 A&S 13
Handouts Limit 20 $2.00
Materials Limit 10 $10.00 Materials: Handout, needles, thread, fabric, metal 4" rings, trim (kit $10) just the handout $2
We will make a ring pouch in class. We will be doing some basic hand sewing. Materials for a ring pouch will be provided for a small fee.

Bead Animals
Dame Elizabethe Alles Midrealm 2 hours
Wed Jul 29 2:00 PM - 16:00 Youth University
Tue Aug 4 2:00 PM - 16:00 Youth University
Materials Limit 10
Anyone who joins for this class will be shown how to make animal charms using stretch thread and pony beads. We will have many patterns of animals to make and take including frogs, cows, dragons, ducks, and lizards. We will also discuss how to make your own patterns for these charms.

Beaded Flowers 101: Rose
Lady B'Gen Van der Sterren Midrealm 2 hours
Thu Jul 30 9:00 AM - 11:00 A&S 11
Handouts Limit 50
Materials Limit 25 $2.00 beads, wire, yarn
Make a miniature rose in the style of beaded flowers of 16th-century Venice. If you have needle-nosed pliers/wire cutters, please bring them to class. **Not recommended for youth.**

Beaded Flowers 102: Tulip
Lady B'Gen Van der Sterren Midrealm 2 hours
Mon Aug 3 9:00 AM - 11:00 A&S 11
Handouts Limit 50
Materials Limit 25 $2.00 beads, wire, yarn
Make a miniature tulip like beaded flowers of 16th-C Venice. If you have needle-nosed pliers/wire cutters, please bring them to class. **Not recommended for youth.**

Beaded Flowers 201: Daisy
Lady B'Gen Van der Sterren Midrealm 2 hours
Sat Aug 1 9:00 AM - 11:00 A&S 11
Handouts Limit 50
Materials Limit 20 $2.00 beads, wire, yarn
Make a daisy in the style of beaded flowers of 16th-century Venice. If you have needle-nosed pliers/wire cutters, please bring them to class. Not recommended for youth. Take a beginner (100-level) class first; this is a more advanced technique.

Beaded Flowers 301: Iris
Lady B'Gen Van der Sterren Midrealm 3 hours
Wed Aug 5 9:00 AM - 12:00 A&S 11
Handouts Limit 50
Materials Limit 15 $2.00 beads, wire, yarn
Make a miniature iris in the style of beaded flowers of 16th-century Venice. If you have needle-nosed pliers/wire cutters, please bring them to class. Not recommended for youth. Take a beginner (100-level) class first; this is a more advanced technique.

Beginner Nålbinding, Oslo Stitch
HL Laska Koudelka Trimaris 2 hours
Wed Jul 29 11:00 AM - 13:00 Fiber Arts Pavillion - Atlantean Royal
Wed Aug 5 12:00 PM - 14:00 Fiber Arts Pavillion - Atlantean Royal
Materials Limit 10 $5.00 Wool or cotton balls, a set of nalbinding needles, and threaders
Learn the way to create stretchy fabrics that predate knitting and crocheting. We will work from a starter for ease, and at the end of the class tackle the most difficult part, starting a chain. Many archeological finds show the use of Oslo stitch to create mittens in the Middle Ages. You could also make hats, scarves, and socks with this easy-to-learn stitch. We will cover the basic stitch, learn how to start the project in from the middle rosette and from the circular edge.
If you have wool allergy, cotton is available.

Beginning Leatherworking
Baroness Tamsin Midrealm 1.5 hours
Wed Jul 29 1:00 PM - 14:30 Family Point Courtyard
Sat Aug 1 2:30 PM - 16:00 Teen University
Sun Aug 2 2:00 PM - 15:30 Teen University
Handouts Limit 10
Materials Limit 10 $10.00 Leather, dye
This class focuses on a teen-friendly approach to basic leather working. This class will cover the types of leather used, and the basic tools used to cut, decorate, and finish leather goods. Participants will have approximately 30 minutes of instruction and then will get a chance to experiment on a take-home leather bracelet.

Block Print a Cotton Bag
Mistress Tatiana Marana Melville Northshield 1 hour
Thu Jul 30 9:00 AM - 10:00 Griffin’s Hoard - merchants
Sun Aug 2 10:00 AM - 11:00 Griffin’s Hoard - merchants
Tue Aug 4 1:00 PM - 14:00 Griffin’s Hoard - merchants
Materials Limit 8 $10.00 Covers bag and supplies to print it.
We will provide the wood blocks, or you can bring your own, and you can stamp a 10x12” cotton bag that has a handle. There will be various colors to choose from. Paint will also be provided. Hands-on instruction will be provided. Children are welcome. Wear clothes that are ok to get paint on, or bring an apron.

Block Printing Your Own Belt Favor That Is a Pouch
Mistress Tatiana Marana Melville Northshield 1 hour
Wed Jul 29 2:00 PM - 15:00 Griffin’s Hoard - merchants
Sat Aug 1 2:00 PM - 15:00 Griffin’s Hoard - merchants
Mon Aug 3 10:00 AM - 11:00 Griffin’s Hoard - merchants
Materials Limit 8 $10.00 Covers the pre sewn favor/pouch and the paint.
Use wood block stamps to print your own favor/pouch. There will be various colors to choose from and the favor/pouch is already sewn together. Blocks/stamps and paint will be provided. Please wear clothes that might get messy, or bring an apron. Children are welcome.

Clothed Figure Drawing Session
Don Robert MacEwin of Thornhill Aethelmearc 2 hours
Wed Jul 29 4:00 PM - 18:00 Bog U
Are you looking to practice your figure drawing? This

session will include a variety of poses, from short gestures to a longer sustained pose. Bring your own materials.

Colors to Dye For: Beginning Natural Dyes

Emer Von Atzinger, OP Midrealm 1 hour
Wed Aug 5 3:00 PM - 16:00 EPA&S 1, E23 block
Handouts Limit 10
Materials Limit 10

We will dye samples in class. Discussion of prepping fiber to dye and dyeing techniques. Dyes can stain garb, wear appropriate clothing.

Crafters' Green at Midrealm Royal

Countess Serena Kimbalwyke Midrealm 4 hours
Mon Jul 27 11:00 AM - 15:00 Midrealm Royal
Tue Jul 28 11:00 AM - 15:00 Midrealm Royal
Wed Jul 29 11:00 AM - 15:00 Midrealm Royal
Thu Jul 30 11:00 AM - 15:00 Midrealm Royal
Fri Jul 31 11:00 AM - 15:00 Midrealm Royal
Mon Aug 3 11:00 AM - 15:00 Midrealm Royal

Their Royal Majesties of the Midrealm, King Louis and Queen Sadb, will proudly sponsor a Crafters' Green at Pennsic War 53. This activity is open to all artisans from all Kingdoms!

The Crafters' Green is a place where artisans can come to work on their projects with other artisans. It is also a great place for the populace to observe the working artisans and geek out with them about Arts and Sciences.

The Crafters' Green will be held at Midrealm Royal encampment where tables, chairs, water, and lemonade will be provided. (Please bring your own mug!) No need to sign up, but table space is on a first-come, first-served basis. There is shade available for most of the day as well. In case of inclement weather, the Crafters' Green will be held in the big tent at Midrealm Royal Encampment (or it may be cancelled or postponed, in which case a post will be made to the SCA Kingdom of the Middle Facebook page and a sign will be posted outside of Midrealm Royal). Please join us on these dates at Midrealm Royal Encampment from 11 am to 3 pm:

Monday, July 27
Tuesday, July 28
Wednesday, July 29
Thursday, July 30
Friday, July 31
Monday, August 3

If you have questions about the Crafters' Green, please feel free to contact me here on Facebook or at serenasbugs<at>gmail<dot>com. Or visit this link for an info and FAQ document: https://tinyurl.com/Craftpersons-Green-Info

Thank you for your interest in the Crafters' Green! I hope to see you there!
Countess Serena Kimbalwyke
Pennsic 53 Crafters' Green Coordinator

Creating Asian Stab Binding Books

Baroness Aldermoureis "Alda" Ventzke Midrealm 2 hours
Fri Jul 31 2:00 PM - 16:00 Teen University
Materials Limit 20

Create one or more Asian Stab Binding books which were used in several Asian countries. Learn the basics for this style and then how it can be enhanced.

Creating Asian Stab Binding Books

Baroness Aldermoureis "Alda" Ventzke Midrealm 2 hours
Mon Aug 3 11:00 AM - 13:00 Teen University
Materials Limit 20

Create one or more Asian Stab Binding books which were used in several Asian countries. Learn the basics for this style and then how it can be enhanced.

Dragon Puppets

Dame Elizabethe Alles Midrealm 1.5 hours
Sat Aug 1 2:30 PM - 16:00 Youth University
Thu Aug 6 10:30 AM - 12:00 Youth University
Materials Limit 10

Make and decorate a dragon puppet.

Early-Period A&S Day

Anauved de Mona Atlantia 3 hours
Wed Aug 5 2:00 AM - 05:00 EPA&S 3, E23 block

Come to Tuathe de Bhriain camp in E23 block for classes and demos on topics relevant to pre-1000 CE reenactors. Enter an A&S competition (**not** a War Point) judged by people more likely to be familiar with early period issues and artifacts - or just bring your early period kit and/or repro artifacts to show off and socialize with others who share your interests. 1-4 pm Wednesday, 8/5. Classes/demos on natural dyes, chainmaking, 5th-century food, and other topics.

Ecclesiastical Funerary Incense

Mistress Ilaria degli Attavante Midrealm 1.5 hours
Mon Aug 3 3:00 PM - 16:30 A&S 4
Materials Limit 20 $10.00 Material fees cover cost of frankincense, myrrh, pine resin, and spices

Let's make incense! Students will learn about the history of incense in Europe in the SCA time period, and then class participants will have an opportunity to make and take some monastic funerary incense based on a medieval formulation.

Fabric Stamping

Dame Elizabethe Alles Midrealm 1 hour
Wed Jul 29 1:00 PM - 14:00 Youth University
Sat Aug 1 9:00 AM - 10:00 Youth University

Youth will decorate a handkerchief using acrylic paint and fabric stamps. Potentially messy.

Feathers Fit for Kings and Gods

Elvira de Luz Atlantia 1.5 hours
Sun Aug 2 2:00 PM - 15:30 A&S 13
Materials Limit 10 $5.00 feathers, paper, glue, tools

This class will be a hands-on workshop on Aztec feather mosaic work. Students will have the opportunity to try feather mosaic work while learning about the history of this ancient craft. Mosaic kits will be limited to 10, first come first served.

Fingerloop Braiding

Mistress Rhiannon y Bwa Aethelmearc 1 hour
Thu Jul 30 10:00 AM - 11:00 Bog U

Fingerloop braiding is a fast way to make narrow cords with a bit of string. This class is taught by Lois Swales, one of the authors of CA 108, "Fingerloop Braiding". Class includes updated info on online sources and videos. This is very, very hands-on. Good not only for beginners but for anyone who has forgotten how to do this. Also great for making pretty braided cords to hold your Pennsic medallion.

Fish Leather

Mistress Ilaria degli Attavante Midrealm 1.5 hours
Sun Aug 2 10:00 AM - 11:30 A&S 10
Handouts Limit 15 $2.00

Students will explore what is known about fish leather in the SCA time period, and they will learn about methods to create this material in their own home. Participants will have an opportunity to try their hand at stretching a piece of fish leather.

Goldwork Brocade Tablet Weaving

HL Laska Koudelka Trimaris 2 hours
Tue Jul 28 3:00 PM - 17:00 Fiber Arts Pavillion - Atlantean Royal
Tue Aug 4 12:00 PM - 14:00 Fiber Arts Pavillion - Atlantean Royal
Materials Limit 10 $20.00 Backstrap loom, two types of shuttles, tablets, pearl cotton, imitation gold thread, some real gold thread

For the class you need to have basic familiarity with tablet weaving. We will go over the tools and how to interpret a pattern and then start project with a basic design. Make sure to wear a belt, because we will use a backstrap loom setup. If you can't afford the class fee, you can try your hand on my loom at the end of the class.

Gourd Containers

That Tommaso Valeriano East 1 hour
Wed Jul 29 2:00 PM - 15:00 A&S 10
Sat Aug 1 11:00 AM - 12:00 A&S 10
Wed Aug 5 1:00 PM - 14:00 A&S 10
Materials Limit 12 $5.00 1 gourd

Make and take. We'll discuss how gourds have been used for millennia as containers. We will make a gourd vessel in the class that the student can keep.

How to Carve a Viking Pig-Dog

Master Nigel leHaie Midrealm 1 hour
Fri Jul 31 2:00 PM - 15:00 Bog U
Handouts Limit 6
Materials Limit 6

In CE 2024, a Viking toy was discovered in an archeological dig in Iceland. It was carved out of a soft volcanic stone called *tuff* . The archeological community is presently arguing as to what this critter actually is. Is it a pig, dog or a bear? I have no idea. It is definitely not a duck; possibly a pig-dog.

Adults Only! Very sharp tools

Leather: What to Buy

Lady Catalina Doro East 1 hour
Sat Aug 1 9:00 AM - 10:00 A&S 7
Handouts Limit 20

When you start leatherworking, it can be difficult to know what to buy. What's the difference between a $30 belly and a $300 side? And what do I need for this project? This class is a discussion on period and modern leather: how it was made, how it was used, and where to find it today. Material samples and a list of sellers will be given out.

Make a Bronze Age Pinch Pot

Lady Jhessail C.J. Coustiere No Kingdom 1 hour
Wed Aug 5 2:00 PM - 15:00 EPA&S 1, E23 block
Handouts Limit 10
Materials Limit 6 $2.00 Fee is for clay

Using commercial clay, we will create a small Bronze age pinch pots or small coiled pots. You will then individually decorate your pot with cordage, bone, or shells as you choose. Firing options are in the small woodfired kiln on site, if Master Simon's schedule permits and the pieces are dry enough, or in my camp in an open fire. If neither of these is available, I can always fire them at home and get the pots to you later. Be prepared to get your hands dirty. Clay is messy.

Handouts with decorating suggestions will be provided. Class is limited to 6 so we do not overload the onsite kiln.

Make an Atlatl Dart

Forester Eirik Gralokkr Atlantia 1.5 hours
Wed Jul 29 12:00 PM - 13:30 A&S 4
Handouts Limit 12 $2.00
Materials Limit 12 $8.00 Raw materials (shafts, feathers, points) for class use and a handout, provided at cost.

The atlatl or spear throwing stick was used around the world for thousands of years prior to the invention of the bow and arrow, and it was still widely used during the conquest of Mexico and even into the European contact era in Australia. The atlatl also has been part of the Society's Target Archery Marshal's Handbook since 2020. Everything one needs to make an atlatl and the darts they throw can be found growing in nature in most SCA kingdoms. In this class I combine forestry and hands-on practice to help attendees make an atlatl dart using bamboo shafts, turkey feather fletching, and a few modern shortcuts such as target archery field points. I'll show some examples of atlatls and darts, then teach you how to process and straighten shafts and apply feathers and points to make your own atlatl dart that will meet SCA requirements. $10 class fee covers materials and a handout.

Making Parchment Easy

Lord Phoebus Craythorne Aethelmearc 1 hour
Wed Jul 29 10:00 AM - 11:00 A&S 8
Wed Aug 5 10:00 AM - 11:00 A&S 3

We will explore the process of parchment making, including where to obtain hides, how to process them, and the steps needed to create beautiful pages for scrolls and books.

Mask-Making

Dame Elizabethe Alles Midrealm 1.5 hours
Mon Aug 3 10:30 AM - 12:00 Youth University
Materials Limit 12

Paint and decorate a paper-mâché mask. Could be messy.

Medieval Book Binding Over Raised Cords
Lady Tangwystl verch Gruffydd Midrealm 3 hours
Tue Aug 4 12:30 PM - 15:30 Kingdom Ansteorra - BFT
Handouts Limit 20 $2.00
Materials Limit 10 $8.00 book boards, PVA glue, paper, thread, cords, suedecloth cover, end papers
Hands-on class to create a hard-cover "leather-bound" book over raised cords. (Suedecloth will be used instead of actual leather for this class.) All materials provided, with take-home tool kits available at cost: $5 for tool kit, $10 for binding frame, $5 for book press.

Needlefelting for Teens
Dame Elizabethe Alles Midrealm 2 hours
Thu Aug 6 9:00 AM - 11:00 Teen University
Materials Limit 15 $3.00 Needles, wool roving
Learn needlefelting - a simple craft using wool roving and needles. Sharp needles will be used. Students may want to bring a glove/fingerguards.

Palestinian Soap - A History
THL Ilaria Rosati Aethelmearc 0.5 hour
Thu Jul 30 10:30 AM - 11:00 Cosmetica Obscura - Space 087
Handouts Limit 15 $1.00
Discussion of the origins of Nablus soap. On the Street of Gold at Cosmetica Obscura, Merchant Space 087. We welcome you to our new location! See Pennsic University track "Cosmetica Obscura" for our full class schedule.

Pavilion construction 101
Eleanor of Waldren Aethelmearc 1 hour
Sat Aug 1 11:00 AM - 12:00 A&S 12
Handouts Limit 25 $1.00
Seams, materials and patterns to construct a period pavilion. Starting with style, cutting, stitching, poles needed, and staking requirements.

Period Tents You Can Build
Master Cariadoc West 1 hour
Mon Aug 3 3:00 PM - 16:00 Enchanted Ground - W09
Description of how to make and set up a geteld and a hub-and-spoke pavilion, both of which are in our encampment to be looked at.

Persian Laquered Bookbinding
Honorable Lady Melike bint Nikola Midrealm 1 hour
Sun Aug 2 4:00 PM - 17:00 Æthelmearc 2
This class explores the tradition of Persian lacquered bookbinding and its place within the history of Islamic manuscripts. Participants will examine the development of lacquer decoration in Persia, including common artistic motifs, painting techniques, materials, and binding structures used during the Safavid period. The class will also discuss the step-by-step process of constructing Persian lacquered bindings, including board preparation, decorative techniques, and finishing methods.
This is a new, untested course Age 16+

Quilling: The Art of Paper Filigree
Lady Rebekkah Samuel Atlantia 1.5 hours
Wed Aug 5 11:00 AM - 12:30 A&S 13
Handouts Limit 4 $2.00
Materials Limit 5 $5.00 Fee will cover the cost of the paper strips used
Invented by Renaissance-era French and Italian nuns, Quilling is the art of rolling paper to create decorations used for reliquaries and other religious objects. Students will learn about the history and materials used and be guided through the creation of their first piece.
Materials will be provided, along with a handout.

Resins as Incense
THL Ilaria Rosati Aethelmearc 1 hour
Fri Jul 31 4:00 PM - 17:00 Cosmetica Obscura - Space 087
Sat Aug 1 4:00 PM - 17:00 Cosmetica Obscura - Space 087
Handouts Limit 15 $1.00
Materials Limit 10 $4.00 Ingredients
For thousands of years, many cultures have used raw resins for their fragrant smoke. Come experience resins from around the world, learn their origin, uses, and history. We will try out techniques to get the best burn, and hone your skill in appreciating their scents. You are welcome to bring an item to scent in the fragrant smoke (a scarf, coin bra/dancing top, handkerchief, etc.)

Rust as a Dye Source
Mistress Fiadnata ó Gleann Àlainn Midrealm 1 hour
Tue Aug 4 4:00 PM - 17:00 Fiber Arts Pavillion - Atlantean Royal
Dyeing with rust has a long history, as I learned at a seminar in Italy. We will become acquainted with rust as a dye source for block printing. Note: you may want to bring an apron to protect your clothing.

Silk Painting for Teens - Part I
Dame Elizabethe Alles Midrealm 2 hours
Fri Jul 31 11:00 AM - 13:00 Teen University
Materials Limit 15 $5.00 Silk rounds, silk paint, brushes, dye-setting chemical (1 fee covers part 1&2)
Two-part class where students will decorate a silk round. Potentially messy. Part I: students will draw design and outline in resist.

Silk Painting for Teens - Part II
Dame Elizabethe Alles Midrealm 2 hours
Sat Aug 1 11:00 AM - 13:00 Teen University
Materials Limit 15 $5.00 Silk rounds, silk paint, brushes, dye-setting chemical (1 fee covers part 1&2)
Two-part class where students will decorate a silk round. Potentially messy. Part II: students will apply silk dye to design.

Theory and Practice of Raccoon Bardic
Constantine Skerbec Midrealm 1 hour
Mon Aug 3 4:00 PM - 17:00 A&S 13
Come join the Raccoon's Bardic Circle! I will bring my recycled and improvised instruments and explain the theory behind *luthiery* from available materials, including the Hornbostel-Sachs classification system. We will be making functional instruments out of reclaimed materials (more commonly known as garbage). Please bring anything you're curious about for instrumentation, such as tin cans, cardboard boxes, straws, pipes, gourds and other assorted vegetables, shovels, blocks of wood, fishing line, logs, plywood, metal rakes, bobby pins, etc.

Trapezoidal Pouch Class
Mistress Alexis MacAlister Midrealm 1.5 hours
Tue Jul 28 10:00 AM - 11:30 A&S 10
Sat Aug 1 2:00 PM - 15:30 A&S 1
Thu Aug 6 10:00 AM - 11:30 A&S 11
Handouts Limit 20 $2.00
Materials Limit 20 $3.00 Fee covers handout & pouch fabric
Create a trapezoidal pouch suitable for the 10th - 14th centuries. Simple hand sewing skills needed. Youth welcome with adult. Limit 20 participants, observers welcome. $5 covers materials & handout.

What's My Fabric
Ra'isa Umm Butrus A'isha al-Anida East 1 hour
Wed Aug 5 9:00 AM - 10:00 A&S 4
Handouts Limit 20
Have you ever been gifted fabric from someone who's cleaning out their stash? Get a mystery cloth from a tag sale? Lost the labels? Help is on the way! We will be using a burn test and more (time permitting).

Wire Weaving Finishing
Pia Maletesta d'Rimini East 1 hour
Fri Jul 31 1:00 PM - 14:00 A&S 1
Wed Aug 5 4:00 PM - 17:00 A&S 1
Materials Limit 30 $1.00 For wire and findings.
Bring your unfinished pieces, learn how to draw through the plate, then add a clasp, a cone or wrap in order to complete your project. Bring your work, tools if you have them, and any pieces that you'd like to use in your project. This is a drop-in class, come any time in the 90 minutes.

Wood Block Stamping and Stenciling on Fabric
Mistress Tatiana Marana Melville Northshield 3 hours
Wed Jul 29 10:00 AM - 13:00 A&S 10
Tue Aug 4 10:00 AM - 13:00 A&S 10
Handouts Limit 30
Materials Limit 20 $20.00 Each kit will include a woodblock stamp, a stencil, a piece of fabric, a felt base to work on, paper plates as palettes and foam pieces. All of these are for the students to keep. Paint and other supplies to share will be provided in class.
Using woodblock stamps to print on fabric is hundreds of years old and is period for the SCA time frame. The handout will include a timeline and detailed instructions on how to print on fabric. This is a hands-on class. Come on out and learn how to enhance anything that is fabric. Children must be accompanied by an adult.

Write Like a Minoan: Linear A
Mihriban bint Rüstem East 1 hour
Wed Jul 29 4:00 PM - 17:00 A&S 1
Mon Aug 3 2:00 PM - 15:00 A&S 1
Linear A may be undeciphered, but thanks to its daughter script, Linear B, we know how to sound it out. Learn how to write the symbols, how to navigate the spelling rules necessary to write English (or Greek) in a script designed for a completely different phonetic structure, and how to lay out tablets realistic enough to confuse an ancient Cretan clerk.

DANCE: EUROPEAN

***Amoroso* and Variations**
Magnifica Helena Hrolfsdottir Atlantia 1 hour
Tue Jul 28 9:00 AM - 10:00 European Dance Tent
Amoroso is a popular 15th century Italian couple dance seen at many SCA balls. Yet there is more to this little dance than we sometimes realize. We will learn the earliest recorded version, a variation from the later 15th century, and a variation from the early 16th century. Familiarity with Italian dance steps and the dance *Amoroso* is helpful but not necessary.

Collonese
Duchessa Diana Alene Tregirtse East 1 hour
Fri Jul 31 11:00 AM - 12:00 European Dance Tent
Collonese is a great dance for 3 couples. It is on the Atlantia Challenge List. We will review or learn the early Italian steps.

Contentezza D'Amore
Mistress Rebecca da Firenze West 1 hour
Sat Aug 1 3:00 PM - 16:00 European Dance Tent
Come learn *Contentezza D'Amore* , one of the most beautiful of the 16th-century *balli* ! I will be teaching the version from *Nobiltà di Dame* , Signor Caroso's second book, wherein he corrects all the errors of his first. If you think you already know it, be warned! Dancers of all ages welcome. This is an advanced class.

Contrapasso da Farsi in Ruota
Mistress Rebecca da Firenze West 1 hour
Fri Jul 31 3:00 PM - 16:00 European Dance Tent
Come learn *Contrapasso da Farsi in Ruota* , a lovely *ballo* from *Nobiltà* in the style of earlier *contrapassi* . Dancers of all ages welcome. Prior dance experience helpful but not required; we will be teaching steps. If we finish early, I will also teach *Villanella* .

Coranto d'Espagne
Duchessa Diana Alene Tregirtse East 1 hour
Mon Aug 3 11:00 AM - 12:00 European Dance Tent
The *Coranto d'Espagne* (1565) is the only known complete choreography for this dance style. Like the Elizabethan *Almans* , it contains many figures that are used in the developing ECD repertoire. Also, lots of fun!

Cuckolds all a Row* and *Picking of Sticks
Lady Ariana de Gallo Trimaris 1 hour
Thu Aug 6 2:00 PM - 15:00 European Dance Tent
Come learn some intermediate ECD including *Cuckolds all a Row* and *Picking of Sticks* . Beginners welcome.

Dull Sir John
Duchessa Diana Alene Tregirtse East 1 hour
Sat Aug 1 11:00 AM - 12:00 European Dance Tent
This is a wonderful square dance for four couples. Everyone is welcome. This dance is on the Atlantia dance challenge.

***Fortunosa* : A Fascinatingly Different Bassadanza**
Countess Judith de Northumbria West 1 hour
Thu Jul 30 2:00 PM - 15:00 European Dance Tent
Come learn a captivating, titillating ballet for sets of four people in which no one ever stands still! Intermediate-advanced.

***Leoncello* and Variations**
Magnifica Helena Hrolfsdottir Atlantia 1 hour
Tue Jul 28 11:00 AM - 12:00 European Dance Tent
Originally written by Maestro Domenico in honor of his patron, *Leoncello* was danced regularly for more than 50 years. We will start with the original *Leoncello vecchio* before looking at variations that appear in other 15th century Italian dance manuscripts. We will also learn the version from the 1517 German letter and *Leoncello nuovo* . Prior experience with Italian dance steps is helpful but not necessary.

Scotch Cap
Duchessa Diana Alene Tregirtse East 1 hour
Thu Jul 30 11:00 AM - 12:00 European Dance Tent
Scotch Cap is a dance for 3 couples has a unique structure, with the first verse being progressive and the second and third not. It is on the Atlantia challenge. Lots of fun.

Voltati in Ça, Rosina!
Mistress Rebecca da Firenze West 1 hour
Wed Jul 29 2:00 PM - 15:00 European Dance Tent
"Hey, look over here, Rosina!" *Voltati* is a fun, playful dance for three people of intermediate difficulty. Come learn it! If we have extra time we will look at *Vita di Colino* (Colin's Life), another 15th-century three-person dance set to a popular song of the time. Both dances will be done at the Italian Revel; all ages welcome!

A Flirty Foursome: *Legiadra*
Countess Judith de Northumbria West 1 hour Tue
Jul 28 2:00 PM - 15:00 European Dance Tent
This elegant dance for four allows lots of opportunities to interact with both your partner and your opposite! Intermediate/advanced.

A Fun Threesome: *Belfiore*
Countess Judith de Northumbria West 1 hour
Fri Jul 31 4:00 PM - 17:00 European Dance Tent
Come learn a sassy 15th-century threesome, *Belfiore* , a popular, highly entertaining dance! All levels welcome!

A Silly Skirmish for Five: *Verceppe*
Countess Judith de Northumbria West 2 hours Tue
Aug 4 2:00 PM - 16:00 European Dance Tent
Come learn this fun dance, an original danced battle between the sexes from the 15th century. For intermediate/advanced dancers, or adventuresome ones.

Advanced Dance: *Fia Guilemina* for Four
Countess Judith de Northumbria West 2 hours
Thu Aug 6 12:00 PM - 14:00 European Dance Tent
This delightful passion play for four people represents one of the most challenging, yet gratifying, dances of the 15th century. Test your mettle!

Advanced English Country Dance *Whirligig*
Lady Ariana de Gallo Trimaris 1 hour
Wed Aug 5 5:00 PM - 18:00 European Dance Tent
This is a slightly more advanced English Country Dance, but beginners are welcome to join.

All Ages Class: Process to Success
Wilhelm Larsson East 1 hour
Sat Aug 1 10:00 AM - 11:00 European Dance Tent
Come learn some dances done in columns. These *allemandes* (with many various spellings) are easy and fun.

All Ages Dance: *Italian Chaos 2*
Wilhelm Larsson East 1 hour
Fri Jul 31 10:00 AM - 11:00 European Dance Tent
This will follow upon the previous class (not necessary to do first) and teach even more *Italian Chaos* . Depending on the will of the class, we can do more or less advanced dances. In all cases, it will be fun and chaotic.

All Ages Dance: *Chirantana*
Wilhelm Larsson East 1 hour
Mon Aug 3 10:00 AM - 11:00 European Dance Tent
This will teach a set of simple steps and patterns that will get one ready to do an amazing and fun folk dance.

All Ages Dance: *Italian Chaos*
Wilhelm Larsson East 1 hour
Wed Jul 29 10:00 AM - 11:00 European Dance Tent
This is a chance to learn very simple dance steps that are all one needs to know to do a 15th century Italian dance. They can be as simple or as complicated as the dancers desire. Knowing these allows students to dance at balls and serves as a starting point for learning other dances.

All Ages Dance: Beginner Dance for Families
Richard de Troyes East 1 hour
Tue Aug 4 10:00 AM - 11:00 European Dance Tent
Some simple steps and dances will be taught to introduce children of all ages and their families to period European dancing. No experience needed. All youth must be accompanied by a responsible adult.

All Ages: Bouncy Dances
Mongfind Filla Colin West 1 hour
Thu Jul 30 10:00 AM - 11:00 European Dance Tent
Sun Aug 2 10:00 AM - 11:00 European Dance Tent
Wed Aug 5 10:00 AM - 11:00 European Dance Tent
Dancing for everyone! Expect lots of bouncing and circles. Parents and children (and random people!) are all very welcome, I will aim the class at whoever shows up. Teaching will be quick and unfussy, and you will learn dances to do at the balls!

Ball Prep: Italian Revel
Mistress Rebecca da Firenze West 1 hour
Mon Aug 3 1:00 PM - 14:00 European Dance Tent
Come learn some of the dances to be done at the Italian Revel! Dances will be taught by request or teacher's inspiration if there are no requests. All ages welcome.

Beginner *Bassadanza* : *Bassadanza Catalina*
Countess Judith de Northumbria West 1 hour
Fri Jul 31 5:00 PM - 18:00 European Dance Tent
Come and learn the slow and sexy basics of *bassadanza* , the Queen of the Dance, via a dance created for a pregnant friend! No experience necessary!

Beginner 15th-Century English Dances
Countess Judith de Northumbria West 1 hour Wed
Jul 29 4:00 PM - 17:00 European Dance Tent
Fun for beginner dancers! Different versions of the fun 15th-C English dances *Oringe* and *Grene Gynger* . All footwork taught; suited for all levels!

Beginner Dance Drills: Improving Your Dancing
Countess Judith de Northumbria West 1 hour
Mon Aug 3 4:00 PM - 17:00 European Dance Tent
Are you a beginning dancer and want to better understand footwork while improving balance and endurance? Dancers should know singles and doubles. This class will do all that and more!

Beginner Dance: *Burgundian*
Mistress Rebecca da Firenze West 1 hour
Sun Aug 2 3:00 PM - 16:00 European Dance Tent
Learn slow, simple, and elegant dances from the Court of the Dukes of Burgundy! Beginners welcome, all ages welcome. We will be doing *Danse de Cleves* and *Franchoise Nouvelle* .

Beginner Dance: *Petits Vriens* Two Ways!
Countess Judith de Northumbria West 1 hour
Wed Jul 29 3:00 PM - 16:00 European Dance Tent
Come try two different versions of *Petits Vriens* , one for three people and the other for three couples! All levels welcome and catered to.

Beginner Dance: 15th-Century Italian
Mongfind Filla Colin West 1 hour
Sun Aug 2 2:00 PM - 15:00 European Dance Tent
Beginner-friendly introduction to 15th-century Italian dance. Very bouncy! All ages welcome. We will do *Petit Vriens* and *Amoroso* , plus a *Gioioso* if time.

Beginner Dance: English Country
Mongfind Filla Colin West 1 hour
Sun Aug 2 5:00 PM - 18:00 European Dance Tent
Thu Aug 6 3:00 PM - 16:00 European Dance Tent
Never danced before? No problem! English Country is easy, fun, and bouncy. All ages welcome! Dances will depend on who shows up, but *Rufty Tufty, Heart's Ease, Gathering Peasecods* , and *Chestnut* are all pretty likely.

Beginner Dance: English Country Dance
Richard de Troyes East 1 hour
Sun Aug 2 4:00 PM - 17:00 European Dance Tent
Are you able to walk, possibly in time to some music? Then you should be able to do English Country Dance. The steps and patterns for some dances you are likely to encounter at any SCA ball will be taught. These will include *Gathering Peasecods, Rufty Tufty,* and *Heart's Ease* .

Beginner Dance: Slow and Flirtatious *Bassadanza*
Countess Judith de Northumbria West 1 hour
Wed Jul 29 5:00 PM - 18:00 European Dance Tent
A beginner-level *bassadanza* - the "Queen of the Dance" - composed by Lorenzo de' Medici. All footwork and rhythms to be taught. No dance experience required.

Beginner English Country Dance for as Many as Will
Lord Joshua Trimaris 1 hour
Sat Aug 1 5:00 PM - 18:00 European Dance Tent
We will go through the basics of English Country Dance and learn at least two of John Playford's circle dances that can work for any number of couples (*Sellenger's Round* and *Gathering Peascods*). If time allows, we may even learn a third bonus dance!

Beginner Red and Gold Ball Prep
Countess Judith de Northumbria West 2 hours
Fri Jul 31 1:00 PM - 15:00 European Dance Tent
Sat Aug 1 1:00 PM - 15:00 European Dance Tent
A crash course to teach survival skills for the Creative Contessa's Red and Gold ball! Learn how to fake it like a pro.

Common *Bransles* for All
Benjamin No Kingdom 1 hour
Wed Aug 5 11:00 AM - 12:00 European Dance Tent
A series of common *bransles* will be taught. Both mixed and mimes *bransles* will be taught, including *Pinigay, Charlots, Casandra, Horses,* and *Washerwoman's* . This class will be targeted towards a beginner audience, however all are welcome. No prerequisite knowledge is required.

Dance Floor Break-Down
Pennsic Euro Dance Staff No Kingdom 3 hours Fri
Aug 7 10:00 AM - 13:00 European Dance Tent
Please come and help us break down the dance floor. The floor is an amazing resource that lets us dance all throughout War safely and happily. If you can't come at 9 am, please do drop by later!

Dance for Stability and Mobility
Lady Aoife ni Mhaille Atlantia 1 hour
Sat Aug 1 4:00 PM - 17:00 European Dance Tent
Handouts Limit 15
Part of the *Healthy Living: Modern to Medieval* series. Co-taught by Contessa Judith de Northumbria. Learn about how movement is one of the main drivers of health and how to increase daily movement with fun and functional activities like medieval European dance! We will also show you how to modify these movements to be seated and to account for other health conditions. It is geared towards fitness beginners, but all are welcome.

Dance Lunch & Learn: Running Successful Practices

Pennsic Euro Dance Staff No Kingdom 1 hour
Sun Aug 2 12:00 PM - 13:00 European Dance Tent

Lead by Richard de Troyes. Get off your feet, eat some lunch, and talk about dance! Roundtable to learn about running a dance practice. All POVs encouraged! Talk about common pitfalls and success stories. How to get recorded music or work with live musicians.

Dance Lunch and Learn: *Lovelace Dances*

Duchessa Diana Alene Tregirtse East 1 hour
Mon Aug 3 12:00 PM - 13:00 European Dance Tent

Discuss the Lovelace manuscript (1621-1659) and its differences with Playford 1651 and beyond. A brief discussion of the difference between all English Dances and the rest of the Renaissance repertoire. Copies of dances will be available.

Dance Lunch and Learn: Nerd Out About Gresley

Duchess Thyra Eiriksdottir East 1 hour
Thu Jul 30 12:00 PM - 13:00 European Dance Tent

The Gresley Manuscript is a tantalizing and enigmatic source of dance instructions and music from England around 1500. A few of the dances have made it into our SCA repertoire, of the 26 described in the source. While some folks have been digging into this source for years, it may be unfamiliar to many dancers and musicians. Come find out what we know, what we don't know, and how many variations we can invent for the frustratingly vague *flowr delice* step!

Dance Lunch and Learn: Run a Successful Ball

Magistra Sonya Flicker (Patches) Atlantia 1 hour
Tue Aug 4 12:00 PM - 13:00 European Dance Tent

Get off your feet, eat some lunch, and talk about dance! Roundtable to discuss what makes balls successful. All POVs encouraged! What have you seen that has really worked and what hasn't? How to work with musicians? How can we keep our revels fresh?

Dance Lunch and Learn: Sheet Music Demystified

THL Jolicia atte Northclyfe Midrealm 1 hour
Fri Jul 31 12:00 PM - 13:00 European Dance Tent
Handouts Limit 10

Are you a European dance teacher who hesitates to use live music because you don't know how to communicate with musicians? This class explains symbols commonly found in dance sheet music and demonstrates how dance leaders can better communicate with musicians, using familiar dance tunes (*Black Nag, Heart's Ease, Petit Vriens*) as examples. This session is aimed at experienced dancers and dance teachers who don't read music. There will be dancing but it's not required. No prior musical knowledge is needed.

Dance Lunch and Learn: Teaching at Non-SCA Events

Lady Avelina del Dolce No Kingdom 1 hour
Wed Aug 5 12:00 PM - 13:00 European Dance Tent

Join Lady Avelina del Dolce for a lunch-and-learn discussion on planning, logistics, and effective practices for teaching Renaissance dance at non-SCA events.

Dance Masters and Musicians Roundtable

Pennsic Euro Dance Staff No Kingdom 1 hour
Sat Aug 1 12:00 PM - 13:00 European Dance Tent

Lead by Albrecht Catsprey. Get off your feet, eat some lunch, and talk about dance! Roundtable for dance masters and musicians. All POVs encouraged! How can dancers and musicians work better together? Are there common pitfalls? What can make these relationships better? General feedback about the dance tent from musicians is also welcome.

Dance Music Practice

Aaron Drummond Midrealm 1 hour
Sun Aug 2 6:00 PM - 19:00 European Dance Tent
Tue Aug 4 6:00 PM - 19:00 European Dance Tent

Are you interested in playing for European dance but aren't sure where to start? We'll learn some tunes that are often played at Pennsic and other European dance events, and work on improving skills for playing for dancers. All instrumentalists welcome!

Dance Tent Set-Up

Pennsic Euro Dance Staff No Kingdom 3 hours Mon Jul 27 12:00 PM - 15:00 European Dance Tent

Come out and help us set up the European Dance Pavilion. We will be assembling the benches and band shell as well as other similar tasks.

Dances for Tomorrow Night's Early Bird Ball

Baroness Gwenllyen the Minstrel Midrealm 1 hour
Thu Jul 30 3:00 PM - 16:00 European Dance Tent

Learn some of the dances for the Early Bird Ball. Requests will be taken during the class. This class will focus on the more difficult dances in the ball.

Dances for Tonight's Beginners' Ball

Magistra Sonya Flicker (Patches) Atlantia 1 hour
Sun Aug 2 1:00 PM - 14:00 European Dance Tent

Learn dances for tonight's Beginners' Ball. Partners not needed.

Dances from Inns of Court

Master Stefan of Cambion Atlantia 1 hour
Tue Aug 4 1:00 PM - 14:00 European Dance Tent

These were a set of dances done by the educated classes in London at the Inns of Court. No experience necessary.

Dances Without Dignity

Hermankyn East 1 hour
Sun Aug 2 9:00 AM - 10:00 European Dance Tent
None

Eleanor's Ribbon Dance

Magnifica Helena Hrolfsdottir Atlantia 1 hour
Tue Aug 4 11:00 AM - 12:00 European Dance Tent

Come and learn *Il Ballo d'Eleanor con Fettuccie per Cinque*, a new ribbon dance for five people written in the style of 15th-century Italian dances by Master Domenico. Prior experience with Italian dance steps will be helpful but not necessary.

English Country: *Maiden Lane* & *The Night Peece*

Maggie Bakestre Aethelmearc 1 hour
Mon Aug 3 2:00 PM - 15:00 European Dance Tent

Two typical English Country Dances. Easy enough for beginners, interesting enough for the more experienced. This class was inspired by an Atlantian challenge to teach dances not taught at Pennsic in the last few years.

Faroese Chain Dance

THL James de Beaumont Northshield 0.5 hour
Tue Jul 28 4:30 PM - 17:00 European Dance Tent

Learn the traditional Faroese Chain Dance using its two instruments: your feet and a skald!

Fun 15th-Century Set Dances: *Pizochara*

Countess Judith de Northumbria West 1 hour
Thu Jul 30 1:00 PM - 14:00 European Dance Tent

A fun allegorical set dance depicting the less official happenings in monastic communities. Tempo changes and all steps to be taught!

Fun, Flirty Beginner Italian Dances

Hermankyn East 1 hour
Mon Aug 3 9:00 AM - 10:00 European Dance Tent
None

Graceful *Gracca Amorosa*

Lady Avelina del Dolce No Kingdom 1 hour
Wed Aug 5 4:00 PM - 17:00 European Dance Tent

Join Lady Avelina del Dolce for this 16th-century Italian dance that expresses grace and loving emotion. Steps will be broken down to a beginner level, though some prior knowledge of Italian 16th-century dances will be helpful for learning this intermediate-level dance. Anyone is welcome to join!

Grand Masked Ball Preparation

Lady Avelina del Dolce No Kingdom 2 hours
Wed Aug 5 1:00 PM - 15:00 European Dance Tent

Want to learn some dances for this ball? Do you want to talk about *commedia* characters and dance? Your wish is Avelina del Dolce's desire, as classes and topics will be taught based on student requests.

Happy 16th Century Dancing Feet - *Alta Regina*

THL Conandil ingen Donngaile No Kingdom 1 hour
Mon Aug 3 3:00 PM - 16:00 European Dance Tent

Beginner focus on 16th century Italian dance. Class will begin with familiarizing/ learning commonly occurring steps and patterns found in Cascarde (sprightly 16th century Italian dance). For dancers familiar with the steps we will provide a thorough review and potential to refine your footwork. These building blocks will be used to learn *Alta Regina* from Caroso's *Il Ballarino*.

Happy 16th Century Dancing Feet - *La Castellana*

THL Conandil ingen Donngaile No Kingdom 1 hour
Wed Aug 5 3:00 PM - 16:00 European Dance Tent

Beginner focus on 16th century Italian dance. Class will begin with familiarizing/ learning commonly occurring steps and patterns found in *Cascarde* (sprightly 16th century Italian dance). For dancers familiar with the steps we will provide a thorough review and potential to refine your footwork. These building blocks will be used to learn *La Castellana* from Caroso's *Il Ballarino*.

Hope Springs Eternal: *Spero*

Countess Judith de Northumbria West 1 hour Tue Jul 28 1:00 PM - 14:00 European Dance Tent

A delightful Intermediate15th-century dance for three, full of fun musical changes and flirtatious exchanges. Intermediate/Advanced.

Intermed. Eng. Country: *Grimstock* & *Goddesses*

Magistra Sonya Flicker (Patches) Atlantia 1 hour
Tue Aug 4 4:00 PM - 17:00 European Dance Tent

Learn two intermediate English Country Dances: *Grimstock* and *Goddesses*. These are fun dances with *heys* and interesting progressions.

Intermediate 15th C Italian *Vita di Cholino*

Lady Ariana de Gallo Trimaris 1 hour
Tue Jul 28 6:00 PM - 19:00 European Dance Tent

Come learn *Vita di Cholino*, an intermediate 15th-century Italian dance for three. Beginners welcome.

Intermediate English Country Dance

Richard de Troyes East 1 hour
Tue Aug 4 5:00 PM - 18:00 European Dance Tent

The steps and patterns for a couple of slightly more-involved English Country Dances will be taught. These will include at least *The Old Mole* and *Black Nag*. No partners required.

Intermediate Playford Dances

Magnifica Allegra Ginevra Soave Midrealm 1 hour
Tue Aug 4 9:00 AM - 10:00 European Dance Tent
Handouts Limit 5

For those with an understanding of English Country Dance, we will be going through some intermediate dances, potentially including but not limited to *My Lady Cullen, Trenchmore, Old Mole*, and *Whirlygig.*

Introduction to 16th-Century Italian Dance

Richard de Troyes East 1 hour
Mon Aug 3 5:00 PM - 18:00 European Dance Tent

16th-century Italian dance is fun and not difficult. All steps and patterns will be taught, and no partners are required. Dances to be taught include *Contrapasso in Due* and *Fedelta*.

Italian Trios in a Column

Magnifica Helena Hrolfsdottir Atlantia 1 hour
Wed Jul 29 1:00 PM - 14:00 European Dance Tent

We will learn *Belfiore* and *Giove*, two 15th century Italian dance for three dancers in a column. Familiarity with Italian dance steps is helpful but not required.

Italian Trios Side-by-Side

Magnifica Helena Hrolfsdottir Atlantia 1 hour
Wed Jul 29 11:00 AM - 12:00 European Dance Tent

We will learn the 15th century Italian dances *Voltati in ca Rosina* and *Gioioso in Tre* which are performed by three people side-by-side. *Gioioso in Tre* is performed to the same music as *Rostiboli Gioioso* allowing you to mix it up when you have an odd number at your practice or ball.

Experience with Italian dance steps is helpful but not required. If we have time, we may also look at *Spero* and/or *Petit Riens* .

Known World Dance and Music Symposium Info Session
Pennsic Euro Dance Staff No Kingdom 1 hour
Thu Aug 6 4:00 PM - 17:00 European Dance Tent

Come get information about the next Known World Dance and Music Symposium in the Kingdom of Ealdormere, July 8-11, 2027 (registration opens September 1st). Co-hosted by the Barony of Skraeling Althing and the Canton of Caldrithig, the event will be at Carleton University in Ottawa, Ontario (Canada).

Leftover Gresley
Master Stefan of Cambion Atlantia 1 hour
Mon Aug 3 6:00 PM - 19:00 European Dance Tent

Rawty is for two dancers, it is short and very easy. *Armynn* is for three with the wonderful funky hey I have never seen anywhere else but Gresley. *Roye* is a bit long with the fun popcorn moves at the end. *Mobray* is for three, it is one of my personal favorites, it has an early version of exploding triangles that I have only seen in later Italian dances. I am promoting this dance for variety and to showcase unusual moves.

Lovelace Dances
Duchessa Diana Alene Tregirtse East 1 hour
Sun Aug 2 11:00 AM - 12:00 European Dance Tent

Jack Pudding instructions from Lovelace clarify the unusual layout of the 3-couple set. Other Lovelace dances we may try have more interesting directions than the latter Playford standardizations, possibly *Heart's Ease, Milking Payle* (not in Playford), *Trenchmore* , and *Cuckholds All in a Row* .

Low, Slow and Flirtatious for Three: *Pelligrina*
Countess Judith de Northumbria West 1 hour
Tue Jul 28 3:00 PM - 16:00 European Dance Tent

Highly seductive, this is an intermediate *bassadanza* for three. Dancers should be familiar with *doppii, sempii, saltarelli* , and *riprese* .

Meet-the-Dance-Faculty Social
Pennsic Euro Dance Staff No Kingdom 1 hour Thu Aug 6 5:00 PM - 18:00 European Dance Tent

Everyone is invited to meet the people who make the Pennsic School of European Dance happen! This event is open for all students and dancers to meet this year's faculty and staff, and is a relaxing social event for our faculty and experienced dancers. We encourage all to attend. Light refreshments will be provided and a group picture of staff and teachers will be taken.

More English Country Dances
Richard de Troyes East 1 hour
Wed Jul 29 12:00 PM - 13:00 European Dance Tent

We will teach the steps and patterns for several English Country Dances. These may include *Black Nag, Hyde Park,* and *Dargason,* as time permits.

Musicians Choice: Open Dancing
Pennsic Euro Dance Staff No Kingdom 3 hours Thu Jul 30 9:00 PM - 00:00 European Dance Tent

Musicians, your turn to pick the dances. You choose what dances we will be dancing tonight! Dancers come to open dancing, and request it! *Pennsic Pile* compilations will be available. May go late.

Open Dancing
Pennsic Euro Dance Staff No Kingdom 3 hours
Mon Jul 27 9:00 PM - 00:00 European Dance Tent
Tue Jul 28 9:00 PM - 00:00 European Dance Tent
Wed Jul 29 9:00 PM - 00:00 European Dance Tent

Join us all evening for dancing by request. Open band! Musicians, please come have fun with us!

Open Dancing by Request
Pennsic Euro Dance Staff No Kingdom 3 hours Thu Aug 6 9:00 PM - 00:00 European Dance Tent

Come to the last evening of dances. Request any of the dances taught during war. We will do our best to get through them.

Simple English Country Dance
Richard de Troyes East 1 hour
Tue Jul 28 12:00 PM - 13:00 European Dance Tent

The steps and patterns for some fairly simple English Country Dances will be taught. These will include *Dargason, Chestnut,* and *Hyde Park* . No partners required.

The *Canary* : Simple or Fancy
Duchess Thyra Eiriksdottir East 1 hour
Tue Jul 28 5:00 PM - 18:00 European Dance Tent

Il Canario is one of the original "dance off" styles, described in 16th-C Italian manuscripts. It is flashy and full of attitude - think "Renaissance Tango". While it can be improvised, it can also be learned as choreographed patterns. This provides a lot of flexibility - you can learn a basic version, and if you forget a bit, you can make it up as you go along! The basic step involves stomping, so shoes with a sole and a slight heel (and perhaps cushioning) are good for learning.

Uncommon Bransles
Benjamin No Kingdom 1 hour
Tue Jul 28 10:00 AM - 11:00 European Dance Tent

A series of lesser-known bransles. Both mixed and mimed bransles will be taught, including *Maltese, Montarde, Poitou,* and *Scottish Bransles* . No prerequisite knowledge is required.

Weaving the Dance: *Tesara*
Countess Judith de Northumbria West 2 hours Thu Jul 30 4:00 PM - 18:00 European Dance Tent

An advanced 15th-century performance dance for ten people mimicking the weaving of brocade. A visually stunning and exciting routine!

DANCE: MIDDLE EASTERN

16th Century Ottoman Dance Reconstruction
Lady Charlotte of Trimaris Trimaris 1 hour
Wed Aug 5 2:00 PM - 15:00 Middle Eastern

Step into the lively world of Ottoman-era dance traditions! This workshop introduces the 16th-Century *Handkerchief Dance* , exploring its historical roots and cultural context alongside its playful, expressive movement vocabulary. Dancers will learn characteristic gestures, footwork, and stylization, then apply them in a practical combination or choreography suitable for modern performance. This dance is fully cited and researched to be recreated with as much accuracy as historically possible.

Advanced Zills: For Performance
Lady Charlotte of Trimaris Trimaris 1 hour
Thu Aug 6 4:00 PM - 17:00 Middle Eastern

Take your finger cymbal skills to the next level in this high-level workshop designed for experienced zillers. This class moves beyond foundational patterns to explore complex rhythms, dynamic layering, and musical interpretation. We will learn a short choreography.

Dancers will refine speed, clarity, and endurance while working with layered patterns (e.g., combining 3s, 5s, and 7s), off-beat accents, and transitions between rhythms. We’ll focus on integrating zills seamlessly with traveling steps, turns, and directional changes so the music and movement feel fully unified rather than separate tasks.

The workshop also explores performance skills: how to use zills to command attention, build musical tension, and interact with different types of music (including 9/8 and other non-4/4 rhythms). Combinations or short sequences will challenge coordination while encouraging expressive, confident playing.

Arabic Hip Movements
Baroness Simone Fornneau Midrealm 1 hour Fri Jul 31 3:00 PM - 16:00 Middle Eastern
Thu Aug 6 11:00 AM - 12:00 Middle Eastern

A study of various shimmies, slides, and circles from a Syrian Classic Oriental dance perspective, taught by Baroness Simone. A beginning knowledge of Middle Eastern dance is appreciated, but all levels are welcome..

Beginner Belly Dance: Intro to Veil
Franceska of Stormwall Atlantia 1 hour
Mon Jul 27 11:00 AM - 12:00 Middle Eastern
Wed Aug 5 11:00 AM - 12:00 Middle Eastern

This class is open to all ages and abilities. Participants will learn the fundamentals of veil work and explore the artistry of dancing with a prop. While dancing with a veil can be challenging, it is also a beautiful and expressive form of movement. Participants are welcome to bring their own veil, or loaner veils will be available to use during class.

Belly Dance for *Every* Body
Doña Maria Beatriz la Mora Atlantia 1 hour
Tue Jul 28 7:00 AM - 08:00 Middle Eastern
Fri Jul 31 7:00 AM - 08:00 Middle Eastern

Mobility impaired, hearing impared, vision impared, balance impared, or just plain under confident doesn't mean you can't enjoy the music too and express yourself in joy and beauty. All bodies, all abilities welcome!

Bellydance Crash Course - Part 1
Muirenn Aylwin Atenveldt 1 hour
Wed Jul 29 1:00 PM - 14:00 Middle Eastern

Come dance with me! No experience necessary. All bodies, genders, and skill levels welcome. We'll learn some basic bellydance moves to get you out on the floor. This class is for anyone that wants to bellydance (even if you've been too nervous to try). We'll learn some basic bellydance posture to protect your body, and then dive into diamonds, circles and figure 8's with hips, chest and arms.

Bellydance Crash Course - Part 2
Muirenn Aylwin Atenveldt 1 hour
Thu Aug 6 2:00 PM - 15:00 Middle Eastern

Come dance with me! **No Experience Necessary**. All bodies, genders, and skill levels welcome. We'll learn some basic bellydance moves to get you out on the floor. This class is for anyone that wants to bellydance (even if you've been too nervous to try). We'll review everything we learned in part 1 (some basic bellydance posture to protect your body, diamonds, circles and figure 8's with hips, chest and arms), **and add on** traveling, 3/4 shimmies, basic tummy rolls and turns. Part 1 **is not** a prerequisite.

Choreographing for SCA Performance with Yasamin
Duchess Yasamin al-Hadiyya Meridies 1.5 hours
Mon Aug 3 1:00 PM - 14:30 Middle Eastern

Discuss musical, choreographic, and performance considerations for SCA venues, then apply your new skills to a popular performance tune.

Fan Veils: Flirty and Fun
Emine bint Yazid East 1 hour
Fri Jul 31 1:00 PM - 14:00 Middle Eastern

This is an open-level class. We will start with fan veil 101 for dancers new to the prop, and then dive into different ways to interact with the fans. Lastly we will learn a fun combo.

Finger Cymbal Sorcery
Lady Oola Gulabi Aethelmearc 1 hour Tue Aug 4 12:00 PM - 13:00 Bog U

In this workshop Oola blends two finger cymbal techniques: Salimpour School’s numeric cymbal repertoire, and Arabic rhythms and sound variations. She uses number patterns with rhythmic knowledge and tonal sound qualities to create a cornucopia of textures and patterns. Oola will guide you through combinations using this finger cymbal work to ignite expressive flair.

Finger Cymbals and Improv Bellydance 101
Lady Charlotte of Trimaris Trimaris 1 hour
Wed Aug 5 12:00 PM - 13:00 Middle Eastern

Ready to stop feeling intimidated by finger cymbals? This workshop breaks zills down into approachable, confidence-building steps. Students will learn foundational patterns, timing, and coordination while gradually integrating movement. By the end, dancers will be able to play and dance simultaneously with greater ease, opening the door to richer musical expression and performance presence. We will style this with basic FCBD-style improvitation to use at drum circles, haflas, and beyond! **Limited number of loaner zills available for use/purchase.**

Intro to Belly Dance

Umm Direk Aminah East 1 hour
Wed Jul 29 4:00 PM - 17:00 Middle Eastern
Tue Aug 4 4:00 PM - 17:00 Middle Eastern

We will be covering some basic movements and background in order to give you the foundation necessary to get you a start on your Belly Dance journey. In this class we will cover topics such as what to wear, posture, hip and arm movements. Everyone can Belly Dance, any age, gender or body type, so come on out and join us. Recommended attire is anything you can move in and is comfortable, skirts are optional.

Introduction to Cued-Format Bellydance

Muirenn Aylwin Atenveldt 2 hours
Wed Jul 29 11:00 AM - 13:00 Middle Eastern

Cued-format bellydance is a team approach to improvising as a cohesive group. Rather than choreographing a dance, cued dancing relies on a dance leader using signals to cue the other dancers on which moves or combinations of moves they should all do in unison. When a group of dancers all know the same cues and moves they can improvise a dance (in real time) that looks choreographed even if they've never danced together before. Come learn some of the basics of this exciting team dance approach. We will cover a few different formats and some basic cues and moves to get you started, as well as provide resources and information to learn more. All bodies, genders, skill levels welcome. **No experience necessary.**

Lil' Hafla Down By The Lake!

Pixie Aethelmearc 2.5 hours
Sat Aug 1 7:00 PM - 21:30 Bog U

Join us for a bunch of great live music and a whole lotta dancing down where the frogs sing! There will be dancers scheduled with the musicians and also songs where everyone is encouraged to get up and boogie down!

Moving in Flow

Pixie Aethelmearc 1 hour
Thu Jul 30 11:00 AM - 12:00 Middle Eastern
Fri Jul 31 12:00 PM - 13:00 Bog U

This is less of a traditional class and more of a follow-the-leader-type meditative movement space. We will lead participants through ten-minute periods of dance with only physical and nonverbal cues. There will be a 10-minute stretch, after which a bell will chime and music will start. Then you just turn off conscious thought and follow the leader in common belly dance vocabulary movements for 10 minutes, at which time another bell will chime and there will be a 5-minute water break/rest. There will be 2 of these 10-minute blocks per session. **This is not an instructional class.** It is a few minutes to move together in space and time. Turn off your mind and join us in shaking off the outside world.

Sword with Linwe

Emine bint Yazid East 1 hour
Wed Aug 5 4:00 PM - 17:00 Middle Eastern

My most requested topic by far! Sword is my specialty and I am excited to bring this class to Pennsic. This workshop will focus on unlocking the next level in your dance skillset with travelling, turns, level changes, and floor work, all with a blade! This is an open level class, but basic dance experience is strongly recommended.
I will have some extra blades available for use in class.
Adults Only! If under 18, needs an adult present due to working with swords

Veils and Spins

Joanna the Fierce Aethelmearc 1 hour
Mon Aug 3 12:00 PM - 13:00 Bog U

Learn the art of mesmerizing spins and flowing veil work in this dynamic workshop! Explore paddle turns, crossover turns, spotting, and spin control. From fast whirls to slow, graceful twirls, then layer in elegant veil pathways, wraps, and combos for a magical, theatrical effect. Bring a veil if you have one and get ready to spin! (Joanna will have some veils to lend.)

Very Basic Belly Dancing

Warder Michaela Isabella Botticelli Midrealm 1 hour
Tue Jul 28 11:00 AM - 12:00 Middle Eastern

Have some fun learning basic moves of belly dancing!

Yoga for All (Fighters, Dancers, Everyone!)

Lady Charlotte of Trimaris Trimaris 1 hour
Mon Aug 3 4:00 PM - 17:00 Middle Eastern

Yoga is period! This workshop integrates yoga principles to improve strength, flexibility, balance, and body awareness. Drawing on her Certified Yoga Teacher RYT-200 training, the session emphasizes joint stability, mobility, breathwork, and injury prevention in fighting and dance. Perfect for all levels, this class helps dancers move more efficiently, recover more effectively, and build a sustainable, resilient practice.

EMBROIDERY

Opus Anglicanum Goldwork Embroidery

HL Laska Koudelka Trimaris 2 hours
Wed Jul 29 1:00 PM - 15:00 Fiber Arts Pavillion - Atlantean Royal
Thu Aug 6 12:00 PM - 14:00 Fiber Arts Pavillion - Atlantean Royal
Materials Limit 15 $20.00 Gold threads, silk thread, hoops, fabric, needles, pins, wax

Opus Anglicanum is a famous medieval English type of goldwork embroidery, used to cover large areas of fabric. Due to the underside couching technique, it makes the most flexible final fabric, suitable for garb

Or Nué : Colored Goldwork Embroidery

Master Cerridwen verch Ioreword Outlands 1.5 hours
Tue Aug 4 3:00 PM - 16:30 A&S 7
Handouts Limit 10 $1.00
Materials Limit 10 $15.00 gold thread, silk thread, linen, wax, embroidery hoop, needles, handout (inc. in material fee)

Learn the basics of *Or Nué* embroidery by creating a small piece. *Or Nué* (shaded gold) embroidery was done in Europe, particularly in Belgium, France, Netherlands, and to high levels in Italy and Flanders from roughly 1400 – 1550s. The technique uses different colored silk threads to couch gold or silver threads strategically placed to form patterns, designs, figures or narrative scenes. This class is for beginners and kits will be provided.

All Thumbs Guide to Handsewing for Beginners

Mistress Gwynnyd of York Midrealm 1.5 hours
Tue Jul 28 2:00 PM - 15:30 A&S 5
Tue Aug 4 2:00 PM - 15:30 A&S 5
Handouts Limit 7 $2.00
Materials Limit 7 $3.00 18 page handout, needles, thread, snips, needle threaders, cloth, buttons

Even if you have never picked up a needle before, you will leave this class confident you can do six different stitches: Running Stitch, Back or Stem Stitch, Slip Stitch, Catch Stitch (the wiggle stitch), Herringbone Stitch, Buttonhole Stitch, and how to sew on two types of buttons. Many of these stitches can also be used for embroidery. The 18-page handout has information on needles, thread, step-by-step pictures of all the stitches, and links to a video showing how the stitches are done for your future reference. Kit includes everything you need to start sewing. Suitable for teens and adults.

Basic Embroidery

Lady Luka Radokovaia Midrealm 1.5 hours
Sun Aug 2 9:30 AM - 11:00 Teen University
Handouts Limit 30
Materials Limit 30

Learn the basic stitches you'll need to turn text and drawings into lovely embroidery. Create a design (or pick one already made), transfer it to a handkerchief, and get started! Handkerchiefs and needles provided to take home. Feel free to bring an existing project and work on it in class.

Beginning Embroidery with Shonna

Baroness Seonaid inghean Ghriogair Midrealm 2 hours
Wed Jul 29 9:00 AM - 11:00 Family Point Courtyard
Mon Aug 3 9:00 AM - 11:00 Teen University
Handouts Limit 8 $2.00

Come join me and together we will learn the art of embroidery. We will learn running stitch, spilt stitch, stem stitch, and back stitch.
With these stitches you will be able to create beautiful pieces of art.

Embroidery: How Do I Do That?

Mistress Tysha z Kieva East 1 hour
Thu Jul 30 9:00 AM - 10:00 A&S 5
Materials Limit 10 $2.00 Embroidery flossNeedlesHoopsSample fabric

Embroidery for the absolute beginner. Do you want to decorate your garb or projects but aren't sure where to start? Come learn a few easy stitches. See some examples of basic embroidery projects. Sample fabric, needle and thread provided. Please bring scissors and a small embroidery hoop if you have them. Strict limit of 10 students! Handouts will be given to everyone but kits and hands-on teaching will be limited to 10.

Embroidery: How Do I Do That?

Mistress Tysha z Kieva East 1 hour
Thu Jul 30 3:00 PM - 16:00 Bog U
Materials Limit 10 $2.00 Embroidery floss Needles Hoops Sample fabric

Embroidery for the absolute beginner. Do you want to decorate your garb or projects but aren't sure where to start? Come learn a few easy stitches. See some examples of basic embroidery projects. Sample fabric, needle and thread provided. Please bring scissors and a small embroidery hoop if you have them. Strict limit of 10 students! Handouts will be given to everyone but kits and hands-on teaching will be limited to 10.

German Brick-Stich "Reliquary Box"

Emmiken die Waeyer Midrealm 1.5 hours
Tue Aug 4 1:00 PM - 14:30 Teen University
Handouts Limit 10
Materials Limit 10

In this class, students will learn a simple German brick-stitch pattern to create a simplified version of a small 13th-Century reliquary box in which to keep a small treasure. We will use yarn and a tapestry needle along with in over-sized canvas to learn the basics of brick-stich, to create the sides of a round box. Learners should be interested in embroidery, able to count (it is a counted stitch), tie a simple knot, thread a needle, follow instructions, and have an interest in trying something new. No previous stitching experience is necessary. Materials are provided, but only for a limited number of participants.

German Brick Stitch - Try the Stitch

Lady Tóth Éva Franciska Atlantia 1.5 hours
Mon Aug 3 11:00 AM - 12:30 A&S 11
Handouts Limit 10 $3.00
Materials Limit 5 $5.00 Handout - $3 for color copies, Make & take kit includes all supplies necessary, $5

Try your hand at German Brick Stitch. Students will leave with the beginning of a small medallion from an extent example, good for a bookmark or cup cover. Bring a small to medium sized hoop, tapestry needle, ground cloth of your choice (28ct or 32ct cotton recommended for beginners, linen for those comfortable with it, we do **not** recommend aida or hardanger cloth), and cotton embroidery floss in 3 contrasting colors. Kits are available for $5.00; only 5 kits available. Class limited to 10 students. **Adults Only! -I am not able to manage the necessary hands-on assistance that a child handling sharp objects would require.**

Intro to German Brick Stitch Embroidery - Lecture

Lady Tóth Éva Franciska Atlantia 1.5 hours
Sat Aug 1 11:00 AM - 12:30 A&S 7
Handouts Limit 20 $2.00

Come learn about the history and somewhat muddled origins of German Brick Stitch! This survey of Brick Stitch will explore early examples of brick stitch embroidery in Europe, both as a stand-alone stitch and the embroidery style called German Brick Stitch. Thought to have originated in Westphalia and Lower Saxony, this style of embroidery was used during the 13th-15th centuries for decoration on items both secular and ecclesiastical. This will be a **lecture only** class, **not** a make and take.

Introduction to Goldwork Embroidery

HL Laska Koudelka Trimaris 4 hours
Thu Jul 30 12:00 PM - 16:00 Fiber Arts Pavillion - Atlantean Royal
Wed Aug 5 2:00 PM - 18:00 Fiber Arts Pavillion - Atlantean Royal
Materials Limit 15 $20.00 Gold thread, real and imitation, gold bullion, gold cording, fabrics, padding, needles, pins, regular thread, wax, hoop

First hour will be a lecture on gold threads and bullion. Thereafter we will learn multiple period techniques for basic goldwork embroidery, suitable for anyone who wants to embellish their garb and kit. No prior embroidery knowledge required.

Leather Embroidery

Robert of Ferness Aethelmearc 1 hour
Mon Aug 3 1:00 PM - 14:00 A&S 11
Wed Aug 5 12:00 PM - 13:00 A&S 5

This fifth annual class will cover the basics of embroidery on leather items of all types from the SCA period but will also present some new material including close-up, high-res photos taken of Scandinavian shoes and some items from Rome and/or Egypt.

Mongol Embroidery Sampler & Lab Time

Hideg Magda Atlantia 2 hours
Thu Jul 30 2:30 PM - 16:30 Black Mountain, Booth 86
Mon Aug 3 2:30 PM - 16:30 Black Mountain, Booth 86
Wed Aug 5 1:30 PM - 15:30 Black Mountain, Booth 86

You do not have to take the make and take version of the class to attend this one. This is lab time/student support hours for people who want to spend more time working on their technique, learning the other variations of the stitch not taught in the make and take, and for people who need the social support to keep working on their make and take projects.

Mongolian Embroidery Make and Take

Hideg Magda Atlantia 2 hours
Wed Jul 29 11:00 AM - 13:00 Black Mountain, Booth 86
Materials Limit 20 $7.50 Appropriate fabric and silk embroidery floss

There is a Mongol specific stitch called *Khatun's stitch* . Proverbially, it is said that if you master this stitch, you will "have the patience and diligence to raise your family and rule the nation". In this class you will receive an in-depth handout about bags where one would apply this stitch, stitch diagrams and variations, with sources. We will spend most of the time focused on making a basic embroidered drawstring bag, and the handouts are for further reading and research. Skill appropriate for anyone who has ever held a needle at least once.

Russian Gold Work Embroidery

Mistress cristina inghean Ghriogair Aethelmearc 4 hours
Fri Jul 31 9:00 AM - 13:00 A&S 8
Wed Aug 5 9:00 AM - 13:00 A&S 8
Handouts Limit 20 $3.00
Materials Limit 10 $40.00 Material fee includes hand out, "waste of time" (cording), pearls, seed beads, padding, cotton cording, needles, brocade, linen or cotton for backing, bees wax, threads

This is a **4-hour** workshop to get you started on your project. We will be learning the basics of how to apply pearls, beads, padding, and "waste of time" (cording). Kits will contain all the materials to finish a large 9" x 15" bag. These techniques can be applied to a variety of projects. Kits include hoop, handout, "waste of time" (cording), pearls, seed beads, padding, cotton cording, needles, fabric, linen or cotton for backing, bees wax, threads. Please bring scissors.

Russian Goldwork: A Round Embroidered Bookmark

Mistress cristina inghean Ghriogair Aethelmearc 2 hours
Sun Aug 2 10:00 AM - 12:00 Fiber Arts Pavillion - Atlantean Royal
Materials Limit 10 $5.00 Kit includes: fabric, ribbon, gold cord, gems, pearls, thread and instructions
Russian Goldwork: A round embroidered bookmark.

This is an introductory class in Russian goldwork. Instruction in the use of stitches and techniques to create a period bookmark using gold cord, pearls and gems. Please bring your own 4-6" hoop and scissors.
Kits $5 (hoops additional $2 if you need one).
Kit includes fabric, ribbon, gold cord, gems, pearls, thread and instructions.

Sashiko - Japanese Embroidery

Lady Kitsuko Tsukino Midrealm 1 hour
Wed Jul 29 3:00 PM - 16:00 Fiber Arts Pavillion - Atlantean Royal
Handouts Limit 10
Materials Limit 10 $5.00 fabric, needles, sashiko thread

Sashiko or "Little Stitches" is an easy-to-learn but very versatile technique for crafts and other projects! Come learn this form of Japanese embroidery, it will be fun!

Up Your Game: German Brick Stitch

Lady Tóth Éva Franciska Atlantia 1 hour
Wed Aug 5 1:00 PM - 14:00 A&S 5
Handouts Limit 15 $3.00

Looking to take your brick stitch embroidery to the next level but not sure how? This class will present several high-level and low-level adjustments that can help improve your needlecraft. These will range from designing your own patterns, experimenting with what kinds of threads may look more period, and learning - with different stitch counts and more complex patterns - to adjust individual stitches to better cover the ground fabric, and management of the back of the embroidery to better the front. While there will be PowerPoint slides, this class is designed to be more of a round table. Questions and issues you'd like help with are welcome.

EVENT

Æthelmaerc Royal Camp Setup

Lady Umbriana Campana Aethelmearc 6 hours
Sun Jul 26 10:00 AM - 16:00 Aethelmaerc Royal Camp

Æ Royal Camp back and front setup, Sunday, 7/26, 10:00 am - 3:00 pm, Æ Royal Camp.

Æthelmearc Seven Pearls Dinner

Lady Umbriana Campana Aethelmearc 3 hours
Wed Aug 5 6:30 PM - 21:30 Aethelmaerc Royal Camp

Æ Seven Pearls Dinner, Wednesday, 8/5, 6:30 pm - 9:30 pm, Æ Royal Common Tent/Common Area/Bar/Bardic.

All Ages Revel

Mistress Rebecca da Firenze West 2 hours
Thu Aug 6 10:00 AM - 12:00 European Dance Tent
For those who like to dance, but can't stay up late enough to attend the evening revels! Featuring dances from the All Ages Track, which will be taught. We'll have period snacks and live music!

Ansteorra Chili Night

Michelle Chantal de Charente Ansteorra 2 hours
Wed Aug 5 6:00 PM - 20:00 Kingdom Ansteorra - BFT
Wednesday 8-5-2026, 6pm-8pm (or until chili runs out).

Baron Christian Goldenlok Vigil

Lady Umbriana Campana Aethelmearc 4 hours Sun Aug 2 5:00 PM - 21:00 Aethelmaerc Fire Pit

Baron Christian Goldenlok vigil, Sunday 8/2, 5:30 pm to 9pm (time subject to adjustments), Æ Royal Battlefield tent.

Baron Ichijo Honen Vigil

Lady Umbriana Campana Aethelmearc 4 hours
Sun Aug 2 5:00 PM - 21:00 Aethelmearc Common Tent

Name of the event: Baron Ichijo Honen vigil, Sunday 8/2, 5 pm to 9 pm, Æ Royal Common Tent and Open Area (shared).

Baron Ixac ben Simone Vigil

Lady Umbriana Campana Aethelmearc 4 hours
Sun Aug 2 5:00 PM - 21:00 Aethelmearc Populace Tent

Baron Ixac ben Simone vigil, Sunday 8/2, 5 pm to 9 p m, Æ Royal Common Tent and Open Area (shared)

Beginners' Ball

Magistra Sonya Flicker (Patches) Atlantia 4 hours
Sun Aug 2 8:00 PM - 00:00 European Dance Tent
The Beginner's Ball is your opportunity to explore the joys of dance available to all. Please join us for a ball that is open to all levels of dancers (partners and fancy garb not necessary). We will dance a lively assortment of dances from *bransles* to English Country to dances from the Inns of Court to some easy Italian dances.

Is all this meaningless to you? Don't worry, as this is a "teaching" ball and **all dances will be repeated!** Beginners more than welcome. Music will be provided by an open band assembled at Pennsic. We welcome musicians to join us in our celebration.

Clan Blue Feather Ball and Fashion Cotillion

Baron Joshua MacDonald the Imperfekt Atlantia 4 hours
Tue Aug 4 9:00 PM - 01:00 Great Hall

All are welcome to join Clan Blue Feather once again for our annual Ball and Fashion Cotillion! Clan Blue Feather is the SCA's LGBTQ+ community, both queer members and their allies. Come for food, fun, dancing, music, costumes, revelry, a free raffle with amazing prizes, and special award prizes for the most outstanding garb. Remember, you don't have to wear your best garb, just wear what makes *you* look your best!

Closing Ceremonies for Pennsic War 53

Royal Liaison Duchess Siobhan No Kingdom 1 hour Fri Aug 7 3:00 PM - 16:00 Fort

Closing Ceremonies for Pennsic War 53 in front of the Fort. It is tentatively scheduled for 3 pm but in reality it will be 30 min after the last battle ends.

Collegiate A&S Competition

Lord Fiachra an Chleitigh Midrealm 2 hours
Thu Aug 6 10:00 AM - 12:00 Great Hall

Anyone aged 18-25, or in some form of post-secondary education may compete.

Dance Practice for the Blue Feather Ball

Pennsic Euro Dance Staff No Kingdom 2 hours Tue Aug 4 8:00 PM - 22:00 European Dance Tent

Dance Master: Patricia of Trakai. We'll start in the European Dance Tent, then head over to the Blue Feather Ball to dance the (rest of the) night away!

Early Bird Ball

Baroness Gwenllyen the Minstrel Midrealm 3 hours
Fri Jul 31 9:00 PM - 00:00 European Dance Tent
Most dances will be taught (a quick walk through)! Lots of fun dances and opportunities to greet old friends and to meet new ones! If you are interested in playing in the band, Siri Toivosdotter will be organizing the music and directing.

Helgaball

Maighstir Liam MacantSaoir Aethelmearc 3 hours
Sun Aug 2 5:00 PM - 20:00 Battlefield West

Helgaball is a women's-only sport played with a cabbage as the ball. Women are expected to wear clothing similar to Norse clothing but at the very least an apron is required. It is time to put your teams together and prepare to take the field. Presented by Clan Crann Bethadh (Æthelmearc). We ask that all participants bring feminine hygiene products or baby care items to be donated with the Paladin's Pantry items this year. A men's drag game will take place at half time. **Players are limited to those 18 and over unless a parent or legal guardian is present.**

Italian Revel

Mistress Rebecca da Firenze West 3 hours
Mon Aug 3 9:00 PM - 00:00 European Dance Tent

Come join us for glorious dances and culinary delights from Renaissance Italy! We will enjoy both the simpler, but still sprightly and pleasant, dances of older times and the latest, most up-to-date *balli* given us by Signor Caroso in his books *Il Ballarino* and *Nobiltà di Dame* . Musicians, come join and play with us. Many but not all dances will be taught; beginners welcome.

Lord Carmine and Friends *Haa*

Lord Carmine East 2 hours
Sun Aug 2 8:00 PM - 22:00 Middle Eastern

Hafla means party! Bring your instruments and hips. Everyone dances and plays music together. The Middle Eastern tent doesn't always have a place to sit, so bring a chair or something to sit on if you need.

Lost and Found Auction

Finar Aethelmearc 4 hours
Thu Aug 6 2:00 PM - 18:00 Great Hall

Auction of unclaimed items from Pennsic 50.

Medieval Barter Town Meet-Up

Magnifica Arabella De Mere East 4 hours
Tue Aug 4 12:00 PM - 16:00 Great Hall

Greetings and well met! We humbly invite you to join us for the 13th annual Medieval Barter Town Meet-up! This event has become a favorite among those who love trading their goods with others. Do you have items you no longer use or wish to find a new home for? Bring them with you to the meet-up, and you might just find something new to take home with you!

We must note that there will be no money exchanged for any items, as it is all about the art of bartering and gifting. We encourage all attendees to bring items to trade, as this is a great way to meet new people and acquire new treasures. In addition to the trading and bartering, we are excited to announce that the **raffle** will be back again this year! If you bring an item to donate to the raffle, you will receive a ticket. When your number is called, you will have the opportunity to pick an item out of the donated items. This is an exciting way to participate in the event, and you never know what amazing treasure you might win!

So come one, come all, and join us for the 13th SCA Medieval Barter Town Meet-up! It promises to be a wonderful event filled with trading, bartering, and exciting opportunities to acquire new treasures.

Meeting of the Crowns

Royal Liaison Duchess Siobhan No Kingdom 2 hours
Sat Aug 1 2:00 PM - 16:00 Midrealm Royal

Meeting of the Crowns: Saturday, August 1, 2026 - 2 pm to 4 pm, Middle Kingdom Royal Camp. (Formerly known as Beer & Brats).

Middle Kingdom Unbelted Champions' Dinner

Royal Liaison Duchess Siobhan No Kingdom 2 hours
Sun Aug 2 7:00 PM - 21:00 Midrealm Royal

Middle Kingdom Unbelted Champions' Dinner: Sunday, August 3rd, 2025 - 6:30 pm - Middle Kingdom Royal Camp. This dinner is for Midrealm's unbelted champions only.

Midrealm Chivalry Meeting

Royal Liaison Duchess Siobhan No Kingdom 1.5 hours
Wed Aug 5 11:00 AM - 12:30 Midrealm Royal

Meeting for all Midrealm members of the Order of the Chivalry; Wednesday Aug 5th, 2026; 11:00-12:30; Midrealm Royal.

Midrealm Laurel Meeting

Royal Liaison Duchess Siobhan No Kingdom 1.5 hours
Sat Aug 1 10:30 AM - 12:00 Midrealm Royal

Meeting for all Midrealm members of the Order of the Laurel; Saturday Aug 1st, 2026; 10:30-12:00; Midrealm Royal.

Midrealm Mark Meeting

Royal Liaison Duchess Siobhan No Kingdom 1 hour
Sun Aug 2 7:00 PM - 20:00 Midrealm Royal Meeting Hall

Meeting for all Midrealm members of the Order of the Mark; Wednesday Aug 5th, 2026; 7:00 pm - 8:00 pm; Midrealm Royal.

Midrealm Order of Defense Meeting

Royal Liaison Duchess Siobhan No Kingdom 1 hour Wed Aug 5 8:30 AM - 09:30 Midrealm Royal

Meeting for all Midrealm members of the Order of Defense; Wednesday Aug 5th, 2026; 8:30-9:30; Midrealm Royal.

Midrealm Pelican Meeting

Royal Liaison Duchess Siobhan No Kingdom 1.5 hours
Wed Aug 5 9:30 AM - 11:00 Midrealm Royal

Meeting for all Midrealm members of the Order of Pelican; Wednesday Aug 5th, 2026; 9:30-11:00; Midrealm Royal.

Opening Ceremonies

Scheduler Battlefield Max Midrealm 1.5 hours
Sat Aug 1 6:00 PM - 19:30 Fort

Opening Ceremonies for Pennsic War 53 in front of the fort (weather permitting).

Pennsic 53 Known World Arts and Sciences Display

Lady Adele Lochlane Atlantia 4 hours
Sun Aug 2 1:00 PM - 17:00 Great Hall

The Arts and Sciences Display will be held on Sunday, August 2, in the Great Hall across from the European Dance Tent. 11:30 am: Artisans may set up their entries. 1 pm – 5 pm; the Display is open to the public. Display break-down is 5 – 5:30 pm.

- All objects / displays need to be removed by 5:30.
- Please assist with the take-down of tables to return the Great Hall to its empty state.
- Any display items left behind will be taken to Lost & Found.

Pennsic A&S War Point Competition

Laureate Abu-Duruz Ibrahim al-Rashid East 12 hours
Mon Aug 3 9:00 AM - 21:00 Great Hall

Pennsic 53 (2026) A&S War Point will be a panel-reviewed, rubric-based competition with artisans, entries, and scorers present. All are welcome and encouraged to come and see what the artisans of the East, Midrealm, and their Allies have been working on. There will be a populace patronage element to this year's A&S War Point. The numbers of the populace showing up for each side will be tallied. Come and support the Tyger or the Dragon!

Pennsic Fun Run and Unofficial Half Marathon

Lady Edanna No Kingdom 4 hours
Sat Aug 1 7:00 AM - 11:00 First Aid Point

Lace up your running shoes, put on your running clothes (modern or historical) and meet us outside of the First Aid Point at the crossing of Brewer's Road and St. Lawrence Way early in the morning of Saturday, August 2nd. Race starts at 7 am. Please come a bit in advance to sign your name on the race registration sheet. There will be 3 distances to choose among, depending on how far you want to run / walk. All ages and running levels welcome.

-- Fun Run: 3/4 mile (once around the Serengeti)
-- Fun Run: 4 miles (once around the site)
-- Unofficial Half Marathon (13 miles or 21 km; 3 times around the site plus one extra loop around the Serengeti)

This year we will be inviting everyone on site to vote for best dressed runner, so start planning your running outfit today!

For inspiration and information, join the Pennsic Fun Run and Unofficial Half Marathon Facebook group.

Pennsic Grand Masked Ball

Lady Avelina del Dolce No Kingdom 3 hours
Wed Aug 5 9:00 PM - 00:00 European Dance Tent

You are cordially invited to the Pennsic Grand Masked Ball! Wear your masks and costumes and come as a character! *Commedia dell'arte* and your favorite dances will unite at this glorious event. Pantalone will announce which lucky suitor will marry his daughter, Isabella, this evening. There are so many suitors, yet only one will be chosen. Do you wish to court Isabella? Do you have a suitor you want to be betrothed to, Isabella? Wait, which one is Isabella? Who can tell with so many beautiful maidens dancing at the ball? The dances will feature a mix of difficulty levels, use music arrangements from the Pennsic Pile, and include a ball preparation class. All musicians are welcome. Arlecchino will give everyone water and foot rubs as needed. (Don't tell him we signed him up for this!)

Royal Consorts' Tea Hosted by the Middle Kingdom

Royal Liaison Duchess Siobhan No Kingdom 1.5 hours
Thu Aug 6 1:00 PM - 14:30 Midrealm Royal

Royal Consorts' Tea hosted by the Middle Kingdom, Thursday, August 6th, 1:00 pm - 2:30 pm, Midrealm Royal.

Royal State Dinner

Royal Liaison Duchess Siobhan No Kingdom 4 hours
Mon Aug 3 6:00 PM - 22:00 East Kingdom Royal Hall

Royal State Dinner hosted by the Kingdom of the East; Monday August 3, 2026; 6 pm - 10 pm; East Kingdom Royal (E06); All Majesties and the heads of Allies (Tuchux, Acre etc) are invited.

Royalties Cocktail Hour

Lady Umbriana Campana Aethelmearc 1.5 hours
Sat Aug 1 8:00 PM - 21:30 Aethelmearc Populace Tent

Æthelmaerc would like to invite the sitting royalty and their heirs to a cocktail party after opening ceremonies. To be held at Æthelmaerc Royal encampment (populous tent and royal courtyard). Please limit additional staff to one retainer, thank you.

Adults Only! Restricted to current King, Queen, Prince and Princess of current SCA Kingdom and principalities. There will also be possible adult beverages.

Second Generation+ SCAdian Mixer

Mistress Nasira al-Zarqa bint Ivaz Midrealm 2 hours
Tue Aug 4 3:00 PM - 17:00 Midrealm Royal

Join us in Midrealm Royal for our Second Generation+ SCAdian Mixer to meet, connect, and network with other legacy members of the SCA. Come enjoy an evening with other second-gens (or third and more) to make new connections and build community. Whether your passion is in service, martial activities, or the arts and sciences, all are welcome and encouraged to attend. We hope to see you there! Hosted by second-gens for second-gens and more, at Midrealm Royal from 3-5 pm on Tuesday, August 4.

The Contessa's Red and Gold Ball

Countess Judith de Northumbria West 3 hours Sat Aug 1 9:00 PM - 00:00 European Dance Tent

Join us for a fête in the style of the Dukes of Burgundy, themed Red and Gold. Many dances to be taught! Non-dancers welcome!

Twenty-Seventh Annual Knowne World Children's Fête

Rebbah Thamira haSopheret Atlantia 5 hours
Wed Aug 5 10:00 AM - 15:00 Great Hall

Pray attend, good gentles all. King Wilhelm and Queen Genevieve, gracious Monarchs of Atlantia, extend an invitation to the children of the Knowne Worlde to attend the twenty-seventh Annual Knowne Worlde Children's Fête at Pennsic LIII.

The fête will take place in the Great Hall on Wednesday, August 6th from 10 am to 1 pm. This event is designed for children ages four and older. In keeping with previous years, the fête will be filled with a variety of arts and crafts, ongoing activities, and live performances to amuse and delight. We may have some activities that involve water, so please make sure your young ones are dressed appropriately. There will be a light snack and drinks available for children and their parents.

Parents and Guardians: please note that you must remain with your child at the fête. Due to the large numbers of children that attend, organizers cannot be responsible for food allergies or other health issues. We ask that children do not bring personal articles with them as the organizers will not be responsible for lost, broken, or stolen items and sad faces.

Volunteers Needed: Volunteers are always needed for help with the fête! We have need of gentles that want to sponsor their own activity or help with activities that need additional people. Gentles are needed to set up and help clean up and also provide general help (for example, signing in children, relief staff, etc.). We can never have too many people helping. We ask the volunteers to be at the Great Hall at 9 am for set up, and clean up should be done by 2 pm. Please consider giving your time to ensure the children have a magnificent time. We request that you wear something pink to honor the fête's founder, Duchess Arielle of Atlantia.

If you would like to help or need additional information, please call Rebbah Thamira at 336-341-1660, or Mistress Cairistiona de Coueran on block N06. This will surely be another fun-filled, festive occasion for the children of the Knowne World. Please remember that without the generous volunteers who give of their time and energy each year, the party would not happen.

Unbardic Circle
Royal Liaison Duchess Siobhan No Kingdom 2 hours
Tue Jul 28 8:30 PM - 22:30 Midrealm Royal

Don't have an SCA repertoire built up? Or just want to sing your favorite songs that don't quite fit an SCA setting? Come join us for a night of **un**-bardic. This is a bardic circle specifically for your non-period, non-SCA songs. Bring your Disney, your showtunes, your modern songs, your sci-fi filk..... anything **but** your regular SCAdian repertoire. Join us on Tuesday July 7th, 2026; 8:30pm-10:30pm. Midrealm Royal.

Warm Up Hafla!
Ziggy Atlantia 3 hours
Thu Jul 30 7:00 PM - 22:00 Middle Eastern

Have you had a long town run? Have you missed playing and dancing at Pennsic? Then come for a warm-up hafla to get your blood moving! Live music and dance! Please come to the Middle Eastern tent for playing music and dancing to said music! All instruments, and musicians attached to them, are invited. All dancers of any age, gender, and experience are welcome!

FOOD ARTS

Hch Samurai : Japanese Cooking and Dining
Solveig Þrándardóttir Aethelmearc 2 hours
Sun Aug 2 1:00 PM - 15:00 Clan Yama Kaminari (E03)
Handouts Limit 20 $1.00

Think and cook like a medieval Japanese chef. Look beyond recipes to the underlying techniques, assumptions, and cultural expectations of premodern Japanese aristocratic cookery and dining.

No cuisine is simply a collection of recipes; recipes are always embedded within a culinary tradition. Learn some of the essential techniques of medieval Japanese cookery. Learn some of the built-in assumptions. Learn about ingredients, Japanese notions of "taste", dietary theory, cooking, and the essential arts of selection and presentation through cooking Japanese food.

Æthelmearc Brewers A/B Challenge Roundtable
Meadhbh inghean Ui Chleirigh Aethelmearc 1 hour
Tue Aug 4 2:30 PM - 15:30 Aethelmearc Common Tent

In the Fall of 2025, the guildmaster issued a challenge to Æthelmearc brewers for 2026: the A/B brewing challenge. The idea is to learn how one simple change can profoundly (or not!) affect the final beverage. We will gather to sample the results of this challenge at Æthelmearc Royal!

Anyone in the Known World is welcome to participate in the challenge, which you can read about at https://brewers.aethelmearc.org/aethelmearc-brewing-challenge-2026/. Get some ideas for a beverage to prepare at https://brewers.aethelmearc.org/beverage-of-the-month/ **Adults Only! Alcoholic beverages will be served and consumed.**

Æthelmearc Brewers Guild Round Table
Lady Umbriana Campana Aethelmearc 2 hours
Fri Jul 31 7:00 PM - 21:00 Aethelmaerc Royal Camp

Æ Brewers Guild Round Table, Friday, 7/31, 7 pm to 9 pm, Æ Royal Common Tent.

Æthelmearc Brewers Roundtable
Lady Umbriana Campana Aethelmearc 1 hour
Tue Aug 4 2:30 PM - 15:30 Aethelmearc Populace Tent

Æ Brewers' roundtable, Tuesday, 8/4, 2:30 pm to 3:30 pm, AE Royal Common Tent.

Basic Wine, Cider, and Mead Making
Brengy Sprecher East 1 hour
Mon Aug 3 3:00 PM - 16:00 A&S 13
Handouts Limit 25
Materials Limit 25

This class is designed to get familiar with how to make simple wines, ciders, and meads from ingredients available at most grocery stores and online with very little investments outside of ingredients. This is not a class on period accurate alcohol making methods; however, the base theory is the same. Simple procedures will be demonstrated in class and samples made in this class from a previous event will be available.

Adults Only! Must be 21 to sample alcohol

Building a Quern for Hand-Grinding Grain
Master Kirk FitzDavid Calontir 1 hour
Wed Aug 5 2:00 PM - 15:00 A&S 11
Handouts Limit 10 $2.00

How to build a quern (hand mill) using modern materials. We will discuss period querns, the design considerations of the grindstone, and the quern itself, tools needed (including power tools), and finally how to use a quern. We will talk about safety too, particularly when using a Dremel tool to grind stone.

Cinnamon
Lord Nuno Cabral do Mar East 1 hour
Thu Aug 6 9:00 AM - 10:00 A&S 13
Handouts Limit 20

An exploration of the introduction, usage, and history of the different types of cinnamon in Medieval Europe.

Concerning the Proper Use of Coffee
Sayyid Mathias De Lupo Corsi Aethelmearc 1 hour
Mon Jul 27 11:00 AM - 12:00 Debatable Lands (N10) On Fletcher's Road
Wed Jul 29 11:00 AM - 12:00 Debatable Lands (N10) On Fletcher's Road
Fri Jul 31 11:00 AM - 12:00 Debatable Lands (N10) On Fletcher's Road
Sat Aug 1 11:00 AM - 12:00 Debatable Lands (N10) On Fletcher's Road
Mon Aug 3 11:00 AM - 12:00 Debatable Lands (N10) On Fletcher's Road
Wed Aug 5 11:00 AM - 12:00 Debatable Lands (N10) On Fletcher's Road
Thu Aug 6 11:00 AM - 12:00 Debatable Lands (N10) On Fletcher's Road
Materials Limit 8

Dive into Turkish coffee! Where it started, how it traveled, the many arguments that affected coffee's status in the world. Then taste the different flavors as you are immersed in a café-like atmosphere. Watch as it is prepared right before you. Learn about some traditions that surround the drink. Coffee not your thing? There will be tea as well.

Adults Only! Hot liquids; Open flames.

Conquest Cuisine: Late Anglo-Saxon Food
Lord Nuno Cabral do Mar East 1 hour
Sun Aug 2 10:00 AM - 11:00 A&S 13
Handouts Limit 20

An overview of Anglo-Saxon food with a focus toward the 11th century.

East Kingdom Brewers' Panels
Majster Krzyslaw "Kythe" Szubielka East 2 hours
Thu Aug 6 2:00 PM - 16:00 A&S 13

This is an opportunity for ranking within the East Kingdom Brewer's Guild. Individuals are encouraged to enter their beverages (alcoholic/non-alcoholic) with documentation to be paneled by members of the Guild. We attempt to create period beverages and are looking for accuracy and research skills. Beverage score is weighted more towards the documentation than taste/smell/color/clarity. **Age 21+.**

Adults Only! We will be imbibing alcohol/ Class is over 21

East Kingdom Brewers' Roundtable
Majster Krzyslaw "Kythe" Szubielka East 2 hours
Thu Aug 6 2:00 PM - 16:00 A&S 12

This is an opportunity for brewers to share their beverages and talk about their research in a relaxed atmosphere. We encourage input on what the guild is doing and where we're headed. Please come and enjoy beverages while meeting others who share your interest. **Age 21.**

Adults Only! We will be imbibing alcohol/ Class is over 21

Food Safety for SCA Cooks
Mistress Ottilige Rappoltsweiler Aethelmearc 1 hour
Tue Aug 4 12:00 PM - 13:00 A&S 3
Handouts Limit 12 $5.00

Preparing an SCA feast is different from preparing a family dinner. Learn about the food safety practices needed to ensure a safe event. Students will learn the causes of food-borne illness as well as safe food handling practices related to these:

- Preventing Cross Contamination
- Controlling Time and Temperature
- Good Personal Hygiene
- Cleaning and Sanitizing
- Planning a Successful Food Event

Whether you are a new event cook, or you and your kitchen staff have been doing this for years, it is important to be up-to-date and knowledgeable about food safety.

Interkingdom Brewers' Guild Competition
Mistress Zuriel Nightshade Midrealm 4 hours
Sun Aug 2 2:00 PM - 18:00 A&S 10

An opportunity for brewers and vintners to have their beverages evaluated by experts from across the Known World. Up to two entries per category (wine/mead, beer, cordials/others) per participant. IKBG masters are asked to help judge. Entrants are responsible for the temperature/condition of their beverage(s) as it may be some time before a particular beverage is judged. Documentation is encouraged. **Over 21 only.**

Adults Only! Alcoholic beverages evaluated

Interkingdom Brewers' Guild Roundtable
Mistress Zuriel Nightshade Midrealm 4 hours
Sun Aug 2 2:00 PM - 18:00 A&S 11

This roundtable is designed to serve as both a place to discuss period beverages as well as hang out until your beverage is called to be judged with the IKBG. It is being held in conjunction with the IKBG. All entrants are asked to wait in this area. Someone will come call you when your entry is ready to be judged. Please bring something to do/drink/discuss until your entry is called. **Over 21 only.**

Adults Only! Alcoholic beverages present

Introduction to Distilled Spirits
Patricio De Cordoba East 1 hour
Tue Aug 4 4:00 PM - 17:00 A&S 5
Handouts Limit 20
Materials Limit 20

This course is an introduction to whisk(e)y enjoyment. We'll talk about its history, what makes a whisky, and how it's made. Afterward, you'll learn tasting techniques and how to get the most out of the tasting experience, so make sure you bring a glass! **Age 21+.**

Adults Only! There will be alcohol present. Under 21 can take the course but not participate in the tasting.

Making *Makgeoli,* Korean Rice Wine
Mistress Helewyse de Birkestad Midrealm 1 hour Fri Jul 31 1:00 PM - 14:00 A&S 10
Thu Aug 6 1:00 PM - 14:00 A&S 13

Modern *Makgeoli* is a sweet, fizzy and low alcohol beverage. *Makgeoli* in SCA period is anything but that. Rich, complex and pushing 20% alcohol this rice wine is relatively simple to brew and offers a unique approach to producing rice alcohol. In this class we will discuss modern *makgeoli* recipes, the required equipment, necessary inputs, lessons learned and approximate timelines. The majority of the class is lecture but I may

have a small number of samples at the end of the class. Photo ID or proof of age will be required to taste the alcohol. QR codes will be provided for documentation.
Adults Only! Not sure if it needs to be adults only. MAY offer samples (if we don't drink it all) but will check ID. Can ask minors to leave before tasting, no reason they can't be there to learn about it.

Meading My Backyard
Brengy Sprecher East 1 hour
Sat Aug 1 12:00 PM - 13:00 A&S 12
Handouts Limit 25
Materials Limit 25

This class is designed to get you thinking about ways to flavor your mead using natural ingredients you may find in your yard or at a nearby park. It will go over different methods of using common plants that have edible components that you may have access to. There will be samples of various meads I made with plants I have available to me. This year's meads have some different ingredients than previous year's class samplings. **Over 21**. **Adults Only! Must be 21 to sample alcohol**

Medlars, the Dog's Arse Fruit
Dame CuMhara of Holyhead Midrealm 1 hour
Wed Aug 5 12:00 PM - 13:00 A&S 1

Often called the "forgotten fruit," the medlar was once a common fruit of the Middle Ages - despite its nickname as the "dog’s arse fruit" and its unusual need to rot before ripening. In this class, we'll explore its historical significance, the challenges of growing and cooking with medlars, and possible reasons why it faded from modern cultivation. We'll discuss medieval recipes, propagation methods, and even sample different varieties. Come discover the strange and fascinating world of this nearly lost fruit! Youth are welcome to attend.

North African and Ethiopian Coffee
Doña Maria Beatriz la Mora Atlantia 2 hours
Wed Jul 29 2:00 PM - 16:00 A&S 4
Tue Aug 4 1:00 PM - 15:00 A&S 4
Handouts Limit 20 $2.00
Materials Limit 20 $45.00 handouts are 2.00 and supply kits containing cup, pot, coffee etc. Run between $30.00 and $60.00 [a few actally can be 80 with its own brazier have their own braziers] depending on pot size and size/pieces in kit, as available

From beans to cup, we will roast green coffee beans together, then learn the techniques you need to make the perfect brew. We will look at Ethiopian *bunna* coffee, as well as North African *qahwah* . Come thirsty! There is an option to go home with the tools you need to make coffee at home. I will have 15 kits available (approx. $30 -$60, depending on the size of the kit).

Nutrition in Medieval and Modern Days
Lady Aoife ni Mhaille Atlantia 1 hour
Mon Aug 3 10:00 AM - 11:00 A&S 13
Handouts Limit 15

Part of the Healthy Living: Modern to Medieval series co-taught by Contessa Judith de Northumbria. Learn about how the radical changes in the production and preparation of food has created many of the health problems we see today. Find recipes and techniques that you can add to your life to increase your overall health and wellbeing. Also, learn how to get good whole foods for cheap!

Planning a Feast
Duchess Melisande de Belvoir Atlantia 1 hour
Fri Jul 31 3:00 PM - 16:00 A&S 12
Wed Aug 5 2:00 PM - 15:00 A&S 13

We will discuss planning and logistics for a successful feast, including theme, menu design, cost and shopping, how to serve and clear, etc.

Simple Period Dinners for Pennsic
Master Cariadoc West 2 hours
Thu Jul 30 5:00 PM - 19:00 East Kingdom Royal Kitchen

Two period meals you can make over a campfire at Pennsic: A Dish of Lentils and The Dish Dictated by Abu Ishaq (both 13th c Andalusian).

TEA 130 Growing your own Tea Garden
Lady Kitsuko Tsukino Midrealm 1 hour
Thu Jul 30 9:00 AM - 10:00 A&S 4
Handouts Limit 10 $1.00

Come learn about how tea plants were grown and how to grow your own tea and tisanes with handouts showing what grows well where and what needs to be grown inside. For those that bring a cup, I will have tea to share while we talk.

The Magic of Mashing
Carrick MacSeáin East 1 hour
Thu Jul 30 1:00 PM - 14:00 A&S 4

This session talks about the magic of mashing. We answer the questions:
What exactly is malt and how do I use it in brewing ales?
What can the malting house do for our brews?
How are starches converted into the sugars we need?
What methods can we employ to get the most out of our grain bill?
And more!

What's in Your Roman Pantry?
Mistress Ottilige Rappoltsweiler Aethelmearc 1 hour
Wed Jul 29 12:00 PM - 13:00 A&S 1
Sun Aug 2 12:00 PM - 13:00 A&S 1
Handouts Limit 12
Materials Limit 12 $5.00 fee for handout and food samples

We will discuss and sample some of the most common ingredients featured in recipes from Apicius, learn their many uses, and how we can bring Roman flavors into our everyday cooking. **Tasting samples may contain allergens.**

GAMING

Alquerque
Games Staff No Kingdom 1 hour
Tue Jul 28 10:00 AM - 11:00 Games
Wed Jul 29 2:00 PM - 15:00 Games

Alquerque is known from the 10th century. It was brought to Spain by the Moors and is thought to be an ancestor of checkers.

Game of the Goose
Games Staff No Kingdom 1 hour
Mon Jul 27 12:00 PM - 13:00 Games
Sat Aug 1 4:00 PM - 17:00 Games
Mon Aug 3 6:00 PM - 19:00 Games

The *Game of the Goose* is believed to have originated in the late 15th century and was one of the first commercially produced board games. This game is great for all ages!

Go Workshop
Games Staff No Kingdom 2 hours
Sun Aug 2 10:00 AM - 12:00 Games
Mon Aug 3 2:00 PM - 16:00 Games

The game *Go* , called *Weiqi* in Mandarin, is an abstract strategy game first recorded in China the 4th century BC and still widely popular today, especially in China, Japan, and Korea.
This class will teach you the basic rules of the game and get you started on losing your first 50 games as quickly as possible.

Hare and Hounds and Related Games
THL Louis Xavier de Navarre Midrealm 1 hour
Mon Aug 3 12:00 PM - 13:00 Games

Hare games are a family of simple board games, whose best-known game is probably *Hare and Hounds* .
We will discuss the history, rules, and variations of these games; and also discuss the recent news about a Roman variant from Coriovallum and the rules "found" by use of AI.

Hnefltafl
Games Staff No Kingdom 1 hour
Tue Jul 28 12:00 PM - 13:00 Games
Thu Jul 30 6:00 PM - 19:00 Games

Tafl games are asymmetric strategy games that were popular in Northern Europe before being largely supplanted by chess. They are derived from an earlier Roman game.

Nard to Backgammon
Games Staff No Kingdom 1 hour Sat Aug 1 6:00 PM - 19:00 Games

Learn to play *Nard* , an ancestor of backgammon, and discuss the history and development of this family of table games.

Poch
Baron Brusten de Bearsul OL Midrealm 1 hour
Wed Jul 29 12:00 PM - 13:00 Games
Wed Aug 5 6:00 PM - 19:00 Games

Poch is an originally-German card game for 3 to 6 players first recorded in 1441. By the mid to late 16th century it was being played across most of western Europe including Ireland, but evidence for it in England is lacking. It is one of very few card games that use a board in play, to record bets placed.

Senat
Her Ladyship Mwynwen Ysginidd AKA Strawbery Midrealm 1.5 hours
Tue Jul 28 4:00 PM - 17:30 Games

Egyptian gaming, learn to roll sticks. Come learn to play. Then stay to play.

Shogi Part 1: *Heian Shogi* and *Sho-Shogi*
Master Simon de Spaldyng Atlantia 1 hour Fri Jul 31 2:00 PM - 15:00 Games

An introduction to *Shogi* , the traditional Japanese form of chess. This course will cover two early forms of *Shogi* . *Heian Shogi* is a reconstruction of how the game may have been played in Japan 1100 to 1500. *Sho-Shogi* is the game as played during most of the 16th century.
The workshop will begin with a quick historical overview and an explanation of the rules, then Q&A and coaching as students play in pairs. Please sign up for Part 2 for the complete *Shogi* experience.

Shogi : Part 2 (Post-1550)
Master Simon de Spaldyng Atlantia 1 hour
Sat Aug 1 2:00 PM - 15:00 Games

This class, a continuation of *Shogi* Part 1, covers the Japanese form of chess as played from c. 1550 to the present. In this form of *Shogi* , captured pieces can be reintroduced to the game to fight for their new master. Please sign up for Part 1 for the complete *Shogi* experience.

Æthelmearc Gaming Party
Lady Umbriana Campana Aethelmearc 3 hours
Sat Aug 1 7:00 PM - 22:00 Aethelmearc Common Tent

Æthelmearc paming party (21 + to drink, bring ID), Saturday 8/1, 7 pm - 10 pm, Æ Royal common tent\open area\bar.

African Games: *Yote* and *Dara*
Master Simon de Spaldyng Atlantia 1 hour
Wed Aug 5 2:00 PM - 15:00 Games

Yote is a game that was and still is popular in Senegal and Mali. It is similar to checkers, but with several twists: rather than starting with the playing pieces on the board, the players take turns placing them on the board. Placing all the pieces on the board before moving is not compulsory, nor advisable; a wise player will keep a few pieces “in hand” to drop into the game later.
Dara , a North African game, uses the same equipment but the object of the game is to place three pieces in a row on the board, and prevent the other player from doing so.

All Fours
Baron Brusten de Bearsul OL Midrealm 1 hour
Thu Jul 30 10:00 AM - 11:00 Games
Tue Aug 4 6:00 PM - 19:00 Games

A quick 2-person card game that is one of the oldest known English card games. It was one of the most popular card games in England from the 15th century up till at least the 19th century. While later variants are known, the game taught will be the earlier pre-17th century version.

Aluette

Baron Brusten de Bearsul OL Midrealm 1 hour
Wed Jul 29 10:00 AM - 11:00 Games
Sun Aug 2 12:00 PM - 13:00 Games

A 2- or 4-person card game from Brittany commonly played on the Atlantic, on land, or on rivers. It was considered very bad luck to play on the Mediterranean sea or aboard a ship in port. The rules could vary by location, resulting in different rules being used on the same voyage.

Ancient Games: *Senet*

THL Aldred æt Aclum Midrealm 1 hour
Wed Aug 5 12:00 PM - 13:00 Games
Thu Aug 6 12:00 PM - 13:00 Games

Senet is among the oldest recorded board games. Nefertiti, the Great Royal Wife of Ramses II, is depicted playing this game in a painting found in her tomb.

Ancient Games: The *Royal Game of Ur*

THL Aldred æt Aclum Midrealm 1 hour
Tue Aug 4 2:00 PM - 15:00 Games
Thu Aug 6 10:00 AM - 11:00 Games

The related games we now call *The Game of Twenty Squares* , and *The Royal Game of Ur* , are race games that were popular in Mesopotamia for thousands of years. The oldest surviving boards found are from Ur and date to before 2600 BCE. We will learn about the game as played a few thousand years later from a description written in 177 BCE.

Brothel Games - CCt

Baron Brusten de Bearsul OL Midrealm 2 hours
Wed Jul 29 1:00 PM - 15:00 Courtesan College - B03

An overview of various games known to have been played in brothels pre-17th century. The majority of games will be either from coastal England in the late 15th and 16th centuries or from southern Italy around 1530 to 1545. Included are both gambling and drinking games. Games will be described with some history and rules presented. If time allows and interested parties are willing, some of the games may be demonstrated. **Age 18+**
Please note: Courtesan Camp is a nudity friendly space.

Chess on Different Boards

THL Louis Xavier de Navarre Midrealm 1 hour Fri Jul 31 10:00 AM - 11:00 Games

Chess had several variations during its history, including round and rectangular boards. We'll discuss Byzantine chess (circular board), oblong chess (16x4 board), and courier chess (12x8 with extra pieces).

D&D: Defend Cooper's Lake!

Lady Katherin verch Rhys Midrealm 2 hours
Wed Jul 29 11:00 AM - 13:00 Teen Lounge
Sun Aug 2 11:00 AM - 13:00 Youth University

Strange creatures have appeared from out of the mist one evening at Pennsic. What do they want? How can they be stopped? A team is needed to investigate and deal with them!
We will be using 5th edition D&D, all characters will be pre-generated and character sheets provided. Maximum of 6 players.

D&D: Help to Defend Cooper's Lake

Lady Katherin verch Rhys Midrealm 3 hours
Thu Jul 30 1:00 PM - 16:00 Teen Lounge
Sun Aug 2 1:00 PM - 16:00 Teen Lounge

Strange creatures have appeared from out of the mist one evening at Pennsic. What do they want? How can they be stopped? A team is needed to investigate and deal with them!
We will be using 5th edition D&D, all characters will be pre-generated and character sheets provided. Maximum of 6 players.

Dice and Dice Games

THL Louis Xavier de Navarre Midrealm 1 hour Fri Jul 31 6:00 PM - 19:00 Games

This class will go over a short history of dice and dice-like objects, then go over the rules to some documented period dice games.

Drinking Games from Tang Dynasty China - CCt

Baroness Phaedra de Vere East 1 hour
Wed Aug 5 2:00 PM - 15:00 Courtesan College - B03

I will be teaching the basics of three drinking games popular in Tang Dynasty China, both traditional rules and ways to adjust them for inclusivity/SCA use. We'll also spend some time playing *touhu* (pitch pot)! **18+ for camp. I'll be using non-alcoholic drinks for the *touhu* demo so everyone can participate**
Please note: Courtesan Camp is a nudity friendly space.
Adults Only! Class will be held in an adults-only camp, plus discussion of alcohol consumption

Equestrian Games

Baron Brusten de Bearsul OL Midrealm 1 hour
Wed Aug 5 4:00 PM - 17:00 A&S 6

A short history of various mounted games in period, both allowed and not allowed within the SCA equestrian community. This will include both combat or hunting related games like *Djered, Buzkashi* , and Jousting, and race games both mounted and driven.

Four Player Chess

Games Staff No Kingdom 1 hour Sun Aug 2 2:00 PM - 15:00 Games

Four Seasons Chess is a 4-player chess variant described in the 1283 book of games commissioned by Alfonso X of Castille.

Games of the Mary Rose Shipwreck (*Daldos*)

Her Ladyship Mwynwen Ysginidd AKA Strawbery Midrealm 1 hour
Fri Jul 31 4:00 PM - 17:00 Games
Handouts Limit 15 $1.00

The evidence of the games onboard when the ship sank in 1545. Be a well-rounded Tudor. Rule sets for these games. *Daldos* , backgammon, draughts (checkers). And play them

How to Play Cards

THL Aldred æt Aclum Midrealm 1.5 hours
Tue Aug 4 10:00 AM - 11:30 Games
Wed Aug 5 9:00 AM - 10:30 Games

A hands on introduction to common concepts and terminology used in card games both medieval and modern, focused on the large and ancient family of "trick taking games". This class will provide a foundation for learning both modern and historical trick taking card games such as Tarot, Karnoffel, Piquet, Bridge, Whist, Pinochle, Euchre, Hearts, or Spades. We will practice by playing generic trick taking games.

Intro to *Xiangqi* (Chinese Chess)

Master Simon de Spaldyng Atlantia 1 hour
Wed Jul 29 4:00 PM - 17:00 Games

Come learn the Chinese form of chess which dates back 1300 years to the T'ang Dynasty. Boards and equipment provided for use.

Medieval Draughts Versus Modern Checkers

Baron Brusten de Bearsul OL Midrealm 1 hour
Mon Aug 3 4:00 PM - 17:00 Games

A comparison between the medieval game of draughts with its modern descendant checkers. This includes the oldest known draughts problem in English, dated 1347, and differences in movement rules, board size, etc.

Morris Games

Games Staff No Kingdom 1 hour
Mon Jul 27 2:00 PM - 15:00 Games
Wed Jul 29 6:00 PM - 19:00 Games

Played by Roman soldiers, scratched into English church pews, and still played today. Morris games are a family of abstract strategy games in which you capture by getting 3 in a row.

Multiplayer Medieval Backgammon

THL Louis Xavier de Navarre Midrealm 1 hour
Sun Aug 2 6:00 PM - 19:00 Games

Learn variations of *Tables* (*Nard* , Backgammon) for 4 or 7 players.

Period Backgammon Games

THL Louis Xavier de Navarre Midrealm 1 hour
Thu Jul 30 2:00 PM - 15:00 Games

Tables, Nard , and other ancestors of modern backgammon go back centuries. Period rules will be shared with a chance to play afterwards.

Period Card Games: *Karnoffel*

Maggie Bakestre Aethelmearc 1 hour
Mon Aug 3 10:00 AM - 11:00 Games
Tue Aug 4 12:00 PM - 13:00 Games

Looking for something to pass the time at events? Do you like to play cards? Come learn to play this oldest identifiable European card game (1426 reference).

Period Card Games: *Laugh and Lie Down*

Maggie Bakestre Aethelmearc 1 hour
Thu Jul 30 4:00 PM - 17:00 Games
Sat Aug 1 10:00 AM - 11:00 Games

Looking for something to pass the time at events? Do you like to play cards? Come learn to play this simple late-period card game.

Period Card Games: *Noddy*

Her Ladyship Mwynwen Ysginidd AKA Strawbery Midrealm 1 hour
Tue Jul 28 2:00 PM - 15:00 Games
Handouts Limit 24 $1.00

"Cribbage is not period!" We have all heard this and it is true. It was created around 1604-1606, but *noddy* was and is one of the games that cribbage is derived from. *Noddy* is a faster game that still has a slightly complex scoring set of rules that is easy to learn. Game uses a 52-card deck. Teacher will have her copy of the book *Francis Willughby's Book of Games* (for geeks to look at) for those interested. Besides learning the rules and playing the game, each player will walk away with a copy of the rule set.

Period Card Games: *Piquet* (or *Cent*)

Maggie Bakestre Aethelmearc 1 hour
Sun Aug 2 4:00 PM - 17:00 Games

Looking for something to pass the time at events? Do you like to play cards? Come learn to play this challenging late-period two-player card game.

Period Card Games: *Tarot*

Games Staff No Kingdom 1.5 hours
Mon Jul 27 4:00 PM - 17:30 Games
Sat Aug 1 12:00 PM - 13:30 Games
Wed Aug 5 10:30 AM - 12:00 Games

Tarot is a trick-taking card game dating from 15th-century Europe played with a special deck.

Pit and Stone Games (*Mancala*)

Games Staff No Kingdom 1 hour
Fri Jul 31 12:00 PM - 13:00 Games
Wed Aug 5 4:00 PM - 17:00 Games

"Pit and Stone" games are an ancient family of games of African origin. They have been played from antiquity to the modern day across a wide variety of cultures with hundreds of named variations.

The Welsh Grandfather's Game

Baron Brusten de Bearsul OL Midrealm 1 hour
Thu Jul 30 12:00 PM - 13:00 Games
Tue Aug 4 4:00 PM - 17:00 Games

A reconstructed card game using a 208-card deck, as described in a letter from a Welsh grandfather to his grandson. A deck matching the deck described in the letter was excavated in Bryncir, Wales. The rules presented are based on the letter and deck, with certain assumptions made to fill in questions left unanswered in the source documents.

GLASS

Ancient Head Beads
Domina Keely the Tinker   Aethelmearc   2 hours
Fri Jul 31 6:00 PM - 20:00   Caravan Creations Artisans Studio
Fri Aug 7 6:00 PM - 20:00   Caravan Creations Artisans Studio
Handouts Limit 6 $1.00

Materials Limit 6 $10.00   Glass and Equipment provided
Advanced class on Iron Age sculptural head beads from the Celts, Phoenicians and Romans. **Adult; hot gas/glass. Adults Only! Advanced glass flamework**

Beginner Glass Stringers and Twists
Domina Keely the Tinker   Aethelmearc   2 hours
Tue Jul 28 1:00 PM - 15:00   Caravan Creations Artisans Studio
Tue Aug 4 1:00 PM - 15:00   Caravan Creations Artisans Studio
Will demonstrate multiple methods for creating glass stringers and twisted cane for decorating glass beads.

Bubble Dot Beads
Baroness Thyri Bersi   Trimaris   2 hours
Mon Jul 27 1:00 PM - 15:00   Caravan Creations Artisans Studio
Thu Aug 6 1:00 PM - 15:00   Caravan Creations Artisans Studio
Materials Limit 6 $20.00   Fee covers cost of glass and gas
Learn how to create delicate bubbles that float within the bead, adding depth and beauty to your designs. This technique can be used in various ways, allowing you to craft truly unique and captivating bead art. Beginner to intermediate - previous lampwork experience required.

Construction of an Anglo-Saxon Bead Kiln
Mistress Marion le Red   Atlantia   2 hours
Sat Aug 1 9:00 AM - 11:00   A&S 4
Anglo-Saxon bead kilns did not need forced air. We will cover how to construct one, what are appropriate materials, and things to watch out for. We will also discuss some of the things that you need to know to successfully run the kiln. We will be heating up the kilns for the 2nd class. This class 1 of 2.

Glass *Murrini*
Mistress Marion le Red   Atlantia   2 hours
Fri Jul 31 2:00 PM - 16:00   Caravan Creations Artisans Studio
Materials Limit 6 $20.00   glass for beads and fuel
How to make *murrini* or *millefiori* for glass beads. We will make simple eye *murrini* and a complex eye *murrina* and discuss how to apply or use *murrini* .

Glass and Fire 101
Baroness Thyri Bersi   Trimaris   2 hours
Mon Jul 27 9:00 AM - 11:00   Caravan Creations Artisans Studio
Tue Jul 28 9:00 AM - 11:00   Caravan Creations Artisans Studio
Wed Jul 29 9:00 AM - 11:00   Caravan Creations Artisans Studio
Thu Jul 30 9:00 AM - 11:00   Caravan Creations Artisans Studio
Fri Jul 31 9:00 AM - 11:00   Caravan Creations Artisans Studio
Sat Aug 1 9:00 AM - 11:00   Caravan Creations Artisans Studio
Sun Aug 2 9:00 AM - 11:00   Caravan Creations Artisans Studio
Mon Aug 3 9:00 AM - 11:00   Caravan Creations Artisans Studio
Tue Aug 4 9:00 AM - 11:00   Caravan Creations Artisans Studio
Wed Aug 5 9:00 AM - 11:00   Caravan Creations Artisans Studio
Thu Aug 6 9:00 AM - 11:00   Caravan Creations Artisans Studio
Fri Aug 7 9:00 AM - 11:00   Caravan Creations Artisans Studio
Materials Limit 6 $20.00   Fee covers cost of glass and gas

Discover the art of glass beadmaking in this beginner-friendly class, perfect for those with little to no experience in glasswork. Through hands-on instruction, you'll create 4-6 beautiful, custom beads to take home. Unleash your creativity as you explore a variety of colors and designs, making each bead uniquely your own. The class will cover safety, tools, and a demo of making a glass bead followed by an instructional open torch while you make beads.

Glass Animal Beadmaking 2
Her Ladyship Mwynwen Ysginidd AKA Strawbery   Midrealm   3 hours
Wed Jul 29 2:00 PM - 17:00   Caravan Creations Artisans Studio
Mon Aug 3 4:00 PM - 19:00   Caravan Creations Artisans Studio
Materials Limit 8 $20.00   gas and glass Intermediate lampworking; making glass animals: penguin, cat, badger. Observers welcome.

Glass Animal Beadmaking 1
Her Ladyship Mwynwen Ysginidd AKA Strawbery   Midrealm   3 hours
Wed Jul 29 11:00 AM - 14:00   Caravan Creations Artisans Studio
Mon Aug 3 11:00 AM - 14:00   Caravan Creations Artisans Studio
Materials Limit 8 $20.00   gas and glass Intermediate lampworking: making glass animals. Observers welcome. Make a bee, a pig, and a sheep.

Glass Animals 3
Her Ladyship Mwynwen Ysginidd AKA Strawbery   Midrealm   3 hours
Fri Jul 31 11:00 AM - 14:00   Caravan Creations Artisans Studio
Wed Aug 5 11:00 AM - 14:00   Caravan Creations Artisans Studio
Materials Limit 6 $20.00   glass and fuel
How to make dragonfly glass beads and butterfly glass beads.

Glass Chemistry
Mistress Marion le Red   Atlantia   1 hour
Mon Aug 3 10:00 AM - 11:00   A&S 6
Handouts Limit 20
We will look at topics including how glass is made, components of glass, and why we know some of the things we do about the providence of glass, COE, how glass is colored, how light works with glass: opaque, translucent, and clear glass. Please come with questions. This class is only an hour so we will not go too deeply into any one topic.

Glass Dragon Beads
Her Ladyship Mwynwen Ysginidd AKA Strawbery   Midrealm   2 hours
Sat Aug 1 11:00 AM - 13:00   Caravan Creations Artisans Studio
Materials Limit 6 $20.00   glass and Fuel
Making glass dragon beads.

Making Glass Beads in an Anglo-Saxon Furnace
Mistress Marion le Red   Atlantia   3 hours
Sat Aug 1 11:00 AM - 14:00   A&S 4
Materials Limit 9 $10.00   glass for beads that will be made as well a charcoal cost for fuel
This is class 2 of a 2-class series. Class one is how to make a period glass bead furnace. In that class we will go over construction as well as how to warm the kiln. This class will actually use the kiln to make beads.

Making Glass Cabochons
Her Ladyship Mwynwen Ysginidd AKA Strawbery   Midrealm   2 hours
Mon Jul 27 11:00 AM - 13:00   Caravan Creations Artisans Studio
Wed Aug 5 3:00 PM - 17:00   Caravan Creations Artisans Studio
Materials Limit 8 $20.00   gas and glass
Making glass cabochons: intermediate lampworking. Includes making glass game pieces.

Making Glass Chains
THL Ellbríg ingen Eoaín   Midrealm   2 hours
Tue Jul 28 6:00 PM - 20:00   Caravan Creations Artisans Studio
Tue Aug 4 6:00 PM - 20:00   Caravan Creations Artisans Studio
Handouts Limit 5
Materials Limit 6 $25.00   Boro Glass rods
We will begin creating links in Boro, and discuss how to do this in soft glass, This is a period technique! Advanced class.

Making Mosaics
Dame Elizabethe Alles   Midrealm   2 hours
Mon Aug 3 2:00 PM - 16:00   Youth University
Materials Limit 10
Youth will make a small mosaic to take home. Mosaic tiles are small glass squares with smooth edges.

Medieval Glassblowing Demonstration
Ms. Gnaea Celera   East   0.5 hour
Tue Jul 28 3:00 PM - 15:30   Historical Glassworks
Thu Jul 30 1:00 PM - 13:30   Historical Glassworks
Fri Jul 31 3:00 PM - 15:30   Historical Glassworks
Sun Aug 2 1:00 PM - 13:30   Historical Glassworks
Mon Aug 3 3:00 PM - 15:30   Historical Glassworks
Watch a live glassblowing demonstration of the making of a medieval-style vessel. Hear about how glass is made, how it was used, and learn about the differences (and similarities) of period vs. modern glassware. A Q&A will follow the demonstration.

Pennsic Glass Challenge
Li Xia   Avalcal   3 hours
Tue Jul 28 6:00 PM - 21:00   A&S 4
Wed Jul 29 6:00 PM - 21:00   A&S 4
Thu Jul 30 6:00 PM - 21:00   A&S 4
Fri Jul 31 6:00 PM - 21:00   A&S 4
Sat Aug 1 6:00 PM - 21:00   A&S 4
Sun Aug 2 9:00 AM - 12:00   A&S 4
Materials Limit 12 $5.00   All equipment, materials, and tools will be provided for each daily challenge. If you have your own favourite glass-rated safety glasses (didymium), please bring them along.
Looking for beadmaking enthusiasts of all skill levels! If you can work at a beadmaking torch, safely, without direct supervision, join us. This is a fun challenge meant to push individuals along their own learning paths, to try something new and find new horizons in their creativity and technical skill. This is **not** a competition. Back again by popular demand at Pennsic 53! Visit tinyurl.com/glassapprentice for more information.

Renaissance Glassblowing Demonstration
Ms. Gnaea Celera   East   0.5 hour
Wed Jul 29 1:00 PM - 13:30   Historical Glassworks
Thu Jul 30 3:00 PM - 15:30   Historical Glassworks
Sat Aug 1 1:00 PM - 13:30   Historical Glassworks
Sun Aug 2 3:00 PM - 15:30   Historical Glassworks
Tue Aug 4 1:00 PM - 13:30   Historical Glassworks
Watch a live glassblowing demonstration of the making of a Renaissance vessel. Hear about how glass is made, how it was used, and learn about the differences (and similarities) of period vs. modern glassware. A Q&A will follow the demonstration.

Roman Glassblowing Demonstration
Ms. Gnaea Celera   East   0.5 hour
Tue Jul 28 1:00 PM - 13:30   Historical Glassworks
Wed Jul 29 3:00 PM - 15:30   Historical Glassworks
Fri Jul 31 1:00 PM - 13:30   Historical Glassworks
Sat Aug 1 3:00 PM - 15:30   Historical Glassworks
Mon Aug 3 1:00 PM - 13:30   Historical Glassworks
Tue Aug 4 3:00 PM - 15:30   Historical Glassworks
Watch a live glassblowing demonstration of the making of a Roman vessel. Hear about how glass is made, how it was used, and learn about the differences (and similarities) of period vs. modern glassware. A Q&A will follow the demonstration.

The Beads of Birka and Ribe

Baroness Thyri Bersi Trimaris 2 hours
Thu Jul 30 11:00 AM - 13:00 Caravan Creations Artisans Studio
Thu Aug 6 11:00 AM - 13:00 Caravan Creations Artisans Studio
Materials Limit 6 $20.00 Fee covers cost of glass and gas

A class based on the skills needed to recreate a selection of historical beads. Beginner and intermediate class - previous lampwork experience required.

The Decorated Bead

Domina Keely the Tinker Aethelmearc 2 hours
Thu Jul 30 6:00 PM - 20:00 Caravan Creations Artisans Studio
Thu Aug 6 6:00 PM - 20:00 Caravan Creations Artisans Studio
Materials Limit 6 $20.00 Glass, fuel

Learn to make twisted dots, swirls, gravity line decorations, feathered, or raked beads.

Wig Wag Beads

Baroness Thyri Bersi Trimaris 2 hours
Sat Aug 1 3:00 PM - 17:00 Caravan Creations Artisans Studio
Thu Aug 6 3:00 PM - 17:00 Caravan Creations Artisans Studio
Materials Limit 6 $20.00 Fee covers cost of glass and gas

Patterns are created that create unique and beautiful designs. Beginner - intermediate skill levels. Previous lampwork experience required.

HEALTH AND SAFETY

Beard Care for Pennsic War

Gustav East 1 hour
Fri Jul 31 9:00 AM - 10:00 A&S 2
Sun Aug 2 12:00 PM - 13:00 A&S 2

A discussion group-style class to discuss tricks and care routines to keep our beards soft and healthy in the heat and poor water quality of the Pennsic war.

Discussion of Healthy Living: Modern to Medieval

Lady Aoife ni Mhaille Atlantia 1 hour
Mon Aug 3 9:00 AM - 10:00 A&S 7
Handouts Limit 15

Capstone of the "Healthy Living: Modern to Medieval" series. Co-taught by Contessa Judith de Northumbria. Join us in a discussion and recap about how lifestyle changes since medieval times have changed our health for the worse. Learn how the cornerstones of health (food, movement, sleep) work together in beneficial ways. Get hints and tips on how to incorporate past wisdom into our lives to increase health and well-being.

Medicine, Physick, and Surgery

Lord Erich von Kleinfeld Atlantia 2 hours
Wed Aug 5 10:00 AM - 12:00 A&S 2

An overview of the three "official" branches of healthcare (physicians, surgeons, apothecaries), with a look at other trades such as midwife, herbalist, etc. Handouts for all classes: http://www.3fgburner.net/#info.
NOTE "Pennsic University does not advocate the adoption of any diagnostic method or course of treatment not performed by properly licensed practitioners in accordance with modern world medical (or legal) standard of care. This class will present medically (or legally) significant information for purely informational purposes only. The University strongly recommends that you always inform, and obtain advice from, modern world medical (or legal) professionals before altering or starting any course of diagnosis or treatment (or engaging in any legal practice) based on this class."

QiGong

The High Lord Robert atte Northclyfe Midrealm 1 hour
Tue Jul 28 9:00 AM - 10:00 Middle Eastern
Wed Jul 29 9:00 AM - 10:00 Middle Eastern
Thu Jul 30 9:00 AM - 10:00 Middle Eastern
Fri Jul 31 9:00 AM - 10:00 Middle Eastern
Sat Aug 1 9:00 AM - 10:00 Middle Eastern
Sun Aug 2 9:00 AM - 10:00 Middle Eastern
Mon Aug 3 9:00 AM - 10:00 Middle Eastern
Tue Aug 4 9:00 AM - 10:00 Middle Eastern
Wed Aug 5 9:00 AM - 10:00 Middle Eastern
Thu Aug 6 9:00 AM - 10:00 Middle Eastern
Handouts Limit 20 $1.00

Qigong is an ancient Chinese system combining slow-flowing movements, deep breathing, and meditation to cultivate and balance "qi" (vital energy) for improved health, stress reduction, and mental clarity.

Sleep in Medieval to Modern Days

Lady Aoife ni Mhaille Atlantia 1 hour
Sat Aug 1 9:00 AM - 10:00 A&S 8
Handouts Limit 15

Part of the *Healthy Living: Modern to Medieval* series. Co-taught by Contessa Judith de Northumbria. Learn about our circadian rhythms and how lifestyles in medieval times followed them. Learn about how modernity imposes on them and how that affects our health. Get practical tips to improve your sleep, even with all the distractions we have in the modern world.

Yoga for All!

Gav je Hajduk No Kingdom 1.5 hours
Sun Jul 26 7:30 AM - 09:00 European Dance Tent
Mon Jul 27 7:30 AM - 09:00 European Dance Tent
Sun Aug 2 7:30 AM - 09:00 European Dance Tent

The style of instruction offered here is a flow (*vinyasa*) style based in a hybrid of *Hatha* and *Ashtanga* traditions. Class will begin with a brief bit of breath work (*pranayama*), move through warm up and on to poses (*asana*) and conclude with a short, guided meditation and breath work. Alternative pose options are offered throughout the class. Never done yoga before? Give it a go! Don't have a mat? There are loaners! Think you're not flexible enough? That's exactly why we do pose work.
So c'mon, join the fun! Start your day refreshed and ready! Bring yourself, a sense of adventure, some water, and of course—a towel!

Yoga for All!

Gav je Hajduk No Kingdom 1.5 hours
Tue Jul 28 7:30 AM - 09:00 European Dance Tent
Wed Jul 29 7:30 AM - 09:00 European Dance Tent
Thu Jul 30 7:30 AM - 09:00 European Dance Tent
Fri Jul 31 7:30 AM - 09:00 European Dance Tent
Sat Aug 1 7:30 AM - 09:00 European Dance Tent
Mon Aug 3 7:30 AM - 09:00 European Dance Tent
Tue Aug 4 7:30 AM - 09:00 European Dance Tent
Wed Aug 5 7:30 AM - 09:00 European Dance Tent
Thu Aug 6 7:30 AM - 09:00 European Dance Tent
Fri Aug 7 7:30 AM - 09:00 European Dance Tent

The style of instruction offered here is a flow (*vinyasa*) style based in a hybrid of *Hatha* and *Ashtanga* traditions. Class will begin with a brief bit of breath work (*pranayama*), move through warm up and on to poses (*asana*) and conclude with a short, guided meditation and breath work. Alternative pose options are offered throughout the class. Never done yoga before? Give it a go! Don't have a mat? There are loaners! Think you're not flexible enough? That's exactly why we do pose work.
So c'mon, join the fun! Start your day refreshed and ready! Bring yourself, a sense of adventure, some water, and of course—a towel!

Yoga for Anyone and Everyone: On Runestone Hill

Oavan No Kingdom 1 hour
Sun Aug 2 4:00 PM - 17:00 Runestone
Mon Aug 3 4:00 PM - 17:00 Runestone
Tue Aug 4 4:00 PM - 17:00 Runestone
Wed Aug 5 4:00 PM - 17:00 Runestone

All-level friendly, basic *vinyasa* class, open to complete beginners and seasoned yogis. Bring your own mat, towel and water; prepare to work and relax. Additional classes at 4 pm on 8/5 and 8/6 at Horde Camp.

HERALDRY

Monsho : Samurai Banners

Solveig Þrándardóttir Aethelmearc 2 hours
Sat Aug 1 2:00 PM - 16:00 Clan Yama Kaminari (E03)
Handouts Limit 20 $1.00

An illustrated introduction to the history, function, aesthetics, and display of Japanese heraldry. If time permits, we will also consider court procedure.

An Introduction to Names and Heraldry

Nobilis Thory Vedardottir Midrealm 1 hour
Thu Jul 30 10:00 AM - 11:00 A&S 2
Sat Aug 1 10:00 AM - 11:00 A&S 2
Sun Aug 2 10:00 AM - 11:00 A&S 2
Mon Aug 3 10:00 AM - 11:00 A&S 2

An explanation of the heraldic registration process and what to consider. Names are touched on, and most of the class is on heraldic (shield) design. The basic rules, colors, and object combinations will be illustrated, as well as heraldic conflict.

Arms, Devices & Badges: An Introduction to Armory

THL Katherine Coscombe Midrealm 2 hours
Fri Jul 31 10:00 AM - 12:00 A&S 2
Handouts Limit 15

What's the difference between arms and a device? What's a badge? Can I have my dog on my shield? What do you mean "conflict"? Learn the basics of how armorial heraldry works in the SCA, with an introduction to concepts, terminology, rules, and an overview of the submission and registration process so you can have your own!

Basic Sign Heraldry for Court

Mistress Tegan de Moreton Atlantia 1 hour
Wed Jul 29 2:00 PM - 15:00 A&S 8
Tue Aug 4 1:00 PM - 14:00 A&S 8

Learn the basic signs used by Sign Heralds for signing in court. If you want to be a Sign Herald or if you are an interested member of the audience who wants to know what Sign Heralds are signing, this course is for you. No prior knowledge of American Sign Language or Sign Heraldry is required.

Conflict Checking with the Complex Search

Magnifica Beatrice Domenici dellaCampana Northshield 2 hours
Thu Jul 30 12:00 PM - 14:00 A&S 2
Sun Aug 2 1:00 PM - 15:00 A&S 2

For heralds who already know the basics of armory conflict checking, this class will teach the use of the Complex Search Form. Attendees should already be *fluent* in charge group theory and conflict-checking rules under SENA. Students will learn techniques for searching for armory conflicts by coding with the Complex Search Form, as well as an overview of the codes used for that Form and in the O&A database. Class will also touch on "traps" inherent in the Complex Search and how best to avoid them to more quickly find potential conflicts.

Easy Banner Making Using Appliqué

THL Jolicia atte Northclyfe Midrealm 1 hour
Tue Jul 28 11:00 AM - 12:00 A&S 2
Handouts Limit 10 $1.00

Learn ways to turn your SCA device into an attractive and sturdy banner using appliqué techniques. You'll get step-by-step instructions with hands-on examples. Students should already have a kingdom-approved device; heraldry rules are beyond the scope of this class. Basic knowledge of sewing and embroidery is a plus but not required. Class is discussion, not hands-on.

I Do Not Think That Means What You Think It Means

Magnifica Beatrice Domenici dellaCampana Northshield 1 hour
Thu Jul 30 2:00 PM - 15:00 A&S 2
Sun Aug 2 3:00 PM - 16:00 A&S 2

An exploration of the inter-kingdom anthropology of the usage of regalia and other tokens and designators of rank as used within the SCA.

I Have Heraldry! Now What?
Nobilis Thory Vedardottir Midrealm 1 hour
Wed Jul 29 10:00 AM - 11:00 A&S 2
Tue Aug 4 10:00 AM - 11:00 A&S 2

Starting with your submission paperwork, I will explain how to scale images using photocopiers, and also with drawing programs. These scaled designs can be cut, traced, and otherwise translated to banners, garb, shields, belt favors, and any other medium. I include low-tech options for folks who are less comfortable with technology.

Intro to Armory (for Teens)
Dame Elizabethe Alles Midrealm 1 hour
Tue Aug 4 11:00 AM - 12:00 Teen University

Learn the basics of SCA heraldry so you can design your own devices and badges!

Japanese Women's Names Through Time
Mihriban bint Rüstem East 1 hour
Thu Jul 30 11:00 AM - 12:00 A&S 8
Mon Aug 3 12:00 PM - 13:00 A&S 8

A historical review of Japanese women's names from the 8th century through the early 17th century, with tips on how to build period female names. We'll discuss both aristocrats' and commoners' names.

War Herald's Challenge
Magnifica Beatrice Domenici dellaCampana Northshield 2 hours
Fri Jul 31 4:00 PM - 18:00 Fort

In preparation for Opening Ceremonies, the Pennsic War Herald opens a challenge to all voice heralds of the Known World. Come to the battlefield and try your skills against the elements and other heralds. The War Herald is offering prizes to the herald(s) who can be heard - clearly and intelligibly - at the longest distance from the Fort, as well as for the winners of other challenges.

Who's on First?
Baroness Anne de Basillon Trimaris 1 hour
Wed Jul 29 1:00 PM - 14:00 A&S 1
Mon Aug 3 1:00 PM - 14:00 A&S 1

A discussion on Order of Precedence, Society and Kingdom awards and the proper etiquette/courtesy for titles

HISTORY: AFRICA/MIDDLE EAST

Boss Babes of Ancient North Africa
Noble Salvia Repentina Atlantia 1.5 hours Thu Aug 6 10:00 AM - 11:30 A&S 2

One left her mark on the stars. One defended her kingdom from Augustus. One who upheld the legacy of her legendary mother. One overcame a thousand years of silence to make herself heard. Come hear about four women of incredible determination.

Christian African Empires in the Middle Ages
Lady Astrid Spakona Atlantia 1.5 hours
Sat Aug 1 1:00 PM - 14:30 A&S 2
Thu Aug 6 12:00 PM - 13:30 A&S 2
Handouts Limit 30

An overview of the African kingdoms and empires led by Christian monarchies in period. This class will describe the people and cultures of these empires as known from historical accounts, archaeology, and oral traditions. A few empires and stories will be chosen to focus on as examples.

How Bananas Changed the World
Dr. Micah Humbert Atlantia 1 hour
Wed Jul 29 12:00 PM - 13:00 A&S 7

This presentation will explore how developments in naval technology allowed networks of exchange to develop connecting Asia to China to India to Africa and Europe. With these new connections, trade - especially in the areas of new foods like bananas and *Champa* rice - led to population explosions and the rise of Empires! Covers roughly 800 CE to 1500 CE.

How Bananas Changed the World
Dr. Micah Humbert Atlantia 1 hour
Thu Jul 30 12:00 PM - 13:00 A&S 7

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Law in the Lands of Peace
Master Cariadoc West 1 hour
Thu Jul 30 3:00 PM - 16:00 A&S 1

A class on *Fiqh* , Muslim law, taught in persona from the point of view of the Maliki school.

Roman Africa
Noble Salvia Repentina Atlantia 1.5 hours
Mon Aug 3 3:00 PM - 16:30 A&S 2

The African provinces of the Roman Empire were renowned for their wealth, agriculture, and centers of culture. We'll answer some basic questions and add a bit more depth to our understanding of what life in this section of the Roman empire was like.

Votive Offerings: Symbolic Gifts for the Gods
kade Tatter Skirt Atlantia 1 hour
Wed Jul 29 9:00 AM - 10:00 A&S 1
Thu Aug 6 11:00 AM - 12:00 A&S 1

This course will be a survey of a variety of symbolic objects (livestock, body parts, rattles, fake animal mummies, etc.) that have been found in ancient temples and what we know about the cultural practices and implications behind them. There will be a minimal handout and some examples of clay replicas I have made, plus a QR code for more photos. The main focus will be on the Mediterranean world and western Asia, but with some mentions of other times and places with similar traditions. I will also have clay (real Pennsic clay and a less messy air-dry option) for those who would like to try making a small offering of their own while they listen.
Parental Note: I'm not marking this "adult" and won't have examples of anything too risqué by modern standards, but the material does include genitalia, so don't bring your kid to play with clay if that's not something you're comfortable with.

HISTORY: ASIA

Meigaku : Design and Document Japanese Names
Solveig Þrándardóttir Aethelmearc 2 hours
Fri Jul 31 1:00 PM - 15:00 Clan Yama Kaminari (E03)

Do you want to design a Japanese personal name which is appropriate for a particular time and social role? Do you want to design a Japanese group name for your war band or theater troupe? Are you a herald who wants to increase your repertoire of culture-specific naming practices? Would you like to know how rank, title, and office relate to all of this and how to include them in people's names? Would you like to learn how to pronounce Japanese names and summon people into court? Then this class is for you! Learn how the structure of Japanese personal and group names varied by time, period, and social status. Learn to design pre-modern names and attach titles.

Seishin-ry Mushin-an Chaseki : Tea Ceremony
Solveig Þrándardóttir Aethelmearc 2 hours
Thu Jul 30 7:00 PM - 21:00 Clan Yama Kaminari (E03)
Mon Aug 3 7:00 PM - 21:00 Clan Yama Kaminari (E03)
Materials Limit 10 $5.00 Cost of tea and sweets - 10 per sitting.

Enjoy the taste of tea under the night sky. Please wear Japanese or loose-fitting clothing with white socks or *tabi* , and bring a small fan if you have one. Please do not wear shoes, any jewelry, or weapons in the tea room. This is a participatory recreation of an informal sixteenth-century *wabi* -style tea gathering.

Waka : Japanese Poetry and Poetics
Solveig Þrándardóttir Aethelmearc 2 hours
Wed Aug 5 10:00 AM - 12:00 Clan Yama Kaminari (E03)
Handouts Limit 20 $1.00

Poetry was a central part of pre-modern Japanese social and political life.
Compose and appreciate poems and songs reflecting premodern Japan, including poetry from classical love poems and *Noh* chant to popular songs. Learn metric structure, seasonal words, and pillow words. Learn to play poetry games.
Learn poetic language used in writing classical and medieval Japanese poetry such as *kigo* , *kiriji* , and *makura-kotoba* .
Topics: (1) the typical subject matter for poetry in Japan, (2) the structure for several types of pre-modern poetry, and (3) occasions for writing poetry including poetry contests and poetry parties. Try writing poems for yourself! Learn the basics of writing poems in pre-modern Japanese poetic forms in either English or Japanese.
Includes a few notes about differences between Classical and Modern Japanese.

Animal-Style "Scythian" Tattoos from 4-2 C BCE
Satrakes Skuthes Atlantia 1 hour
Thu Jul 30 11:00 AM - 12:00 Black Mountain, Booth 86

Tattoos with leaping, twisting animals cover the bodies of several well-preserved mummies from *kurgan* burials in the Pazyryk Valley (somewhat near the boundaries of Russia, Mongolia, Kazakhstan, and China) from roughly the 4th-2nd C BCE. In this class, we'll first learn a bit about the burials and how they are situated within the "Scythian" steppes nomad cultural milieu.
Second, we'll look closely at the animal-style tattoos common across the Pazyryk burials to get a better sense of the most frequent elements and motifs that appear.
Third, we'll briefly compare this style with those of other ancient tattoo cultures that overlapped with the Pazyryk nomad culture either geographically, culturally, or stylistically.
Finally, we'll take a look at extant tattooing equipment from similar burials.

Courtesans of Tang Dynasty China - CCt
Baroness Phaedra de Vere East 1 hour
Tue Aug 4 5:00 PM - 18:00 Courtesan College - B03

Educated companions and entertainers for the wealthy and powerful, courtesans occupied a special niche in Tang Dynasty society. Come learn about their lives and the roles they played not only in Tang culture, but also in the echelons of power - especially for the up-and-coming civil service examinees. **18+**
Please note: Courtesan Camp is a nudity friendly space.
Adults Only! This class is about courtesans and will include some discussion about sex.

Empires Without Borders
Hideg Magda Atlantia 1 hour
Tue Aug 4 11:30 AM - 12:30 Black Mountain, Booth 86

Empires without borders: a different conceptualization of culture vs geography. In this advanced level discussion, we will be attempting to remove ourselves from an agricultural, or static, preconception of ethnogroups, countries and states, and become more comfortable with one informed by nomadic hunting and herding cultures. This is most suited to persons interested in Mongol and other Turkic cultures, with some familiarity with their chosen group; but is open to anyone curious. Discussion seeds will include, but are not limited to, controversial or misappropriated archaeological digs in the western steppes, clothing, ornament, historical ranges, intertribal and intratribal identity disputes in period.

Japanese-Style Archery: A Beginners Perspective
Kojiro Munemasa East 1 hour
Mon Aug 3 12:00 PM - 13:00 Blue Archery Field

Intro to Japanese-style archery from a western-trained archer. There are many fantastic experts in the art of Japanese archery which are helpful in learning the style. I would like to share what I have learned or wish that I knew, to make it easier for those who are curious about becoming a *kyudoka* . This will cover historic aspects, materials necessary, and some basic techniques.

TEA 101: A Tasty History of Tea

Lady Kitsuko Tsukino Midrealm 2 hours
Tue Jul 28 9:00 AM - 11:00 A&S 4
Fri Jul 31 11:00 AM - 13:00 A&S 4
Handouts Limit 10
Materials Limit 20 $5.00 12 different teas, and bottled water

TEA 101 is a basic tea history: pre-1600s along with a chance to try 12 different kinds of tea and learn the science behind brewing tea.
Please bring your own cup for the tasting but no pewter or metal cups without insulation to protect your hand from the heat of the tea.

TEA 101: A Tasty History of Tea

Lady Kitsuko Tsukino Midrealm 2 hours
Mon Aug 3 11:00 AM - 13:00 A&S 4
Thu Aug 6 9:00 AM - 11:00 A&S 4
Handouts Limit 10
Materials Limit 20 $5.00 12 different teas, and bottled water

TEA 101 is a basic tea history: pre-1600s along with a chance to try 12 different kinds of tea and learn the science behind brewing tea.
Please bring your own cup for the tasting but no pewter or metal cups without insulation to protect your hand from the heat of the tea.

TEA 202: Teas of Japan.

Lady Kitsuko Tsukino Midrealm 2 hours
Sat Aug 1 2:00 PM - 16:00 A&S 4
Handouts Limit 10
Materials Limit 20 $5.00 9+ teas imported from japan.

Tea history and culture of Japan from 800-1700s with the chance to try nine different Japanese teas, possibly more if time allows. Everyone needs to bring their own mug. No pewter mugs or other easily heat-conductive mugs without insulated handles or covers.

The Clock of History Set Back: Japan and Hungary

William West 1 hour
Mon Aug 3 1:00 PM - 14:00 A&S 3

From the start of the Onin War in 1467 to the accession of Tokugawa Ieyasu in 1603, Japan saw chaos, death, and military revolution, with tactics, strategy, and equipment rapidly evolving and civil society, as it always does, struggling to catch up, innovation after innovation shattering the peace of Japan and calling into implicit question the role of the samurai.
Across the width of Asia, the same dynamics in Europe played out, with the feudal nobility beggared and broken by the same weapons - pike and shot - that Oda Nobunaga had used to conquer Japan.
This is that story, and the story of the men in Japan and Hungary who looked at the end of what they knew and said "no" - and the tale of what happened to them afterwards, told by William of Porto.

HISTORY: EUROPE

"The Great Babylon of Spain": Crime and Punishment

Elvira de Luz Atlantia 1 hour
Tue Aug 4 3:00 PM - 16:00 A&S 2

Seville was one of the largest, most prosperous cities in early modern Europe; famous for its wealth and culture, along with its crime. From petty thieves and prostitutes, to noble con men and corrupt clergy, we will take a take a look at Renaissance Seville's criminal underbelly.

An Oresteia : Power and Polity in Ancient Greece

Sym Fraser Aethelmearc 1 hour
Wed Jul 29 10:00 AM - 11:00 A&S 13
Wed Aug 5 1:00 PM - 14:00 A&S 13

Three playwrights, three(ish) murders, three furies. Using Anne Carson's 2009 translation of the only surviving trilogy of Greek tragedies, we will explore what the tragedians had to tell us about power in Ancient Greece. Let's sift through the ashes of the House of Atreus, where we will discover the power of a queen, the role of the gods, and the dawn of Athenian democracy.
Adults Only! Youth may participate with adult support. Discussion of violence, murder, sexual violence.

10 Things to Know About Christine de Pizan

Dominique Von Weissenthurn Aethelmearc 1.5 hours
Thu Jul 30 1:00 PM - 14:30 A&S 8

Christine de Pizan (1364-1430) is a medieval writer who is well known in France but has only begun to be part of the historical and literary canon in the English-speaking world. She is the first professional female writer, and her book *Feats of Arms* (1410) was one of the first books to be printed in English by William Caxton – chosen, along with the *Morte D'Arthur* and the *Golden Legend* , because it was a bestseller in England and on the continent. This class reviews the chronological life of Christine de Pizan and discusses ten points of interest on the topics and themes for which she is famous.

10 Things to Know about Eleanor of Aquitaine

Dominique Von Weissenthurn Aethelmearc 1.5 hours
Wed Jul 29 10:00 AM - 11:30 A&S 7

It's surprising how much has been written about Eleanor, considering that we know so very little about her. Her creation of the "Court of Love" is for many scholars her greatest invention, though there's little to no evidence that she created anything of the sort. Even in writing a biography of her it is not possible to stay solely with the facts: a little speculation and rumor and gossip must be added to understand not only how she lived, but also how she was perceived.
The ingredients of the Eleanor legend can be seen in the worries of the time: the constantly tilting political balance between France and England, the growing cult of the Virgin Mary in the Catholic Church, and the resurgence of Celtic literature all used Eleanor as a foundation for their growth, and she in turn used them as well to augment her prestige and achieve her own goals. Eleanor marks a turning point in the history of European civilization.
Despite the need to separate fact from fiction, it must be admitted that so much of her attraction to readers and historians stems not from her life, but from her magnificent legend.

1066, Part 1: 50 Years in the Making

Lord Eadmund æt Eoforwicscire Aethelmearc 1 hour Mon Aug 3 2:00 PM - 15:00 A&S 3
Handouts Limit 20

The events of 1066 have fascinated history buffs over the centuries, but to truly understand the story and why it occurred the way that it did, one must travel back to a half-century before. Saxon kings, Danish warlords, and a shrewd Norman noblewoman all played vital roles in events that took place long after they had all died. We will discuss why Emma of Normandy, Queen of England to both a Saxon and a Danish king, was the key to the eventual fall of Anglo-Saxon England and the rise of Norman England.

1066, Part 2: The Year of the Conquest

Lord Eadmund æt Eoforwicscire Aethelmearc 1 hour
Wed Aug 5 12:00 PM - 13:00 A&S 3
Handouts Limit 20

It is January 6, 1066. Edward the Confessor, The King of England since 1042, has just died. **And he has no heir**. Duke William of Normandy believes he is the rightful heir through a distant relation, and King Harald "Hardrada" Sigurdsson from Norway believes the throne should be his, as he has succeeded King Cnut's line of the "North Sea Empire". It is tasked to the *Witan* , the council of English nobleman, to select the next king, and they would rather have a Saxon Earl, Harold Godwinson, as their next ruler. This would set in motion events that would change our entire world forever.

16th-Century Western Pornography - CCt

Mistress Magdalena La Sanguigni Atlantia 2 hours
Wed Aug 5 3:00 PM - 17:00 Courtesan College - B03
Handouts Limit 30 $5.00

I Modi (*The Ways*), also known as *The Sixteen Pleasures* , is a famous erotic book of the Italian Renaissance in which a series of sexual positions were explicitly depicted in engravings. We will examine images from this work and others that explore sexual art for its own sake. There are handouts available. Because of the nature of the class, **age 18+ only.**
Please note: Courtesan Camp is a nudity friendly space.
Adults Only! Sexual topics

19 Irish Goddesses

The Honorable L Líadan Liathán Midrealm 1 hour
Wed Jul 29 2:00 PM - 15:00 A&S 2
Sun Aug 2 10:00 AM - 11:00 A&S 1
Handouts Limit 20 $2.00

The Irish pantheon is filled with a rich and glorious collection of powerful goddesses. Come learn their stories and songs, and share your own.

A Discovery of Witches? No, Not Quite...

Master Michael Graham OL East 1 hour
Mon Aug 3 9:00 AM - 10:00 A&S 5

Instructor, using a modern copy of Scot's book *The Discoverie of Witchcraft* , will discuss aspects of its purpose, its impact on the beliefs of the age, and its significance as one of, if not the earliest book in English to expose juggling, conjuring and alchemy and reveal their secrets. It is considered to be the first book published to give away magician's secrets.

A Game of "Hide the Distaff": The Distaff Gospels

Honorable Lady Muirenn ingen ui Muirchertaig Aethelmearc 1 hour
Tue Aug 4 1:00 PM - 14:00 Bog U

In 1460-something France, during the dark period between Christmas and Candlemas, a clerk sat down for six nights with local women during their nightly spinning circle and recorded their wisdom. The intent of the author cannot be said to be wholly feminist, or even kind of feminist, but the collection of folk wisdom contained in this text offers at least a muddled image of common women's discourse and priorities. It is also hysterically funny, and more than a little ribald. Come learn some history, and laugh until you cry, as long as you are **over 18. Age limit. Adults Only! Although there are plenty of teenagers who might be fine with the content of the class, it can get ribald, and I do not want someone being uncomfortable due to a child and not having as much fun as a result.**

A Gothic Discussion

Andanaqaths No Kingdom 1 hour
Tue Aug 4 3:00 PM - 16:00 A&S 10

Come and discuss the Ostrogoths and Visigoths! Ask and answer your questions.

Alchemical Steganography

Lord Bryn of Celyddon Midrealm 1 hour
Wed Aug 5 11:00 AM - 12:00 A&S 7

Steganography is the branch of cryptography dealing with concealing messages in an otherwise open format. Within period documents on alchemy it is not uncommon to find messages disguised as allegory. This class will do a deep dive into the schema, code words, and allegories common to period alchemists who were trying to both pass on and protect their works.

Are You Descended from European Royalty?

Meister Friderich Swartzwalder Aethelmearc 1 hour
Mon Aug 3 4:00 PM - 17:00 A&S 7

Have you ever wondered if you descend from European royalty? This class will look at one theory that attempts to answer that question. We will also examine what pitfalls exist that can make this research difficult. The class will dive into the many sources both online and in print that can help with finding your connections to those elusive royals. No previous genealogy experience is needed (but it can help).

Bidding the Bedes: Introduction to Paternosters

Dame Elizabethe Alles Midrealm 1 hour
Wed Aug 5 3:00 PM - 16:00 A&S 5
Materials Limit 20 $5.00 Beads, silk thread, needle, bead tip

In the 13th-16th centuries in western Europe, prayer beads were a ubiquitous accessory. This class discusses the history and development of the paternoster, as well as information on making your own replica. Kits will be available to make a glass paternoster.

Blackpowder Weapons from the Mary Rose
Master Michael Graham OL East 1 hour
Sat Aug 1 12:00 PM - 13:00 A&S 13

When it sank in 1545, the ship "Mary Rose" of Henry VIII's fleet contained a variety of black powder arms and armaments, which will be discussed by the instructor.

Broadside Baddies and Tudor True Crime Drama
THL Katherine Coscombe Midrealm 1 hour
Thu Jul 30 11:30 AM - 12:30 A&S 5
Mon Aug 3 11:00 AM - 12:00 A&S 8

With the advent of the printing press came the first tabloids. The broadsides were full of lurid tales of murder, adultery, and deviance which captivated the Elizabethans. This fascination with crime expressed itself in emergent forms of art and entertainment, including morbid ballads and "ripped from the broadsides" dramas on the Elizabethan stage. **Adult only: topics of murder and adultery. 18+**

Adults Only! discusses murder & adultery

Broxmouth Hillfort
Noble Unn Atlantia 1 hour
Thu Aug 6 11:00 AM - 12:00 A&S 5

Rescue excavations were undertaken at Broxmouth hilllfort in the 1970s, resulting in it being the most complete excavation of a Scottish hillfort. These excavations revealed a complex set of enclosures, roundhouses, a wide range of artefacts, and an Iron Age cemetery. We will discuss the excavation of the hillfort, the settlement sequence, the artefacts found, and funerary practices at Broxmouth.

Classical Cryptology: Codes and Ciphers
Lord Bryn of Celyddon Midrealm 1.5 hours
Tue Aug 4 11:00 AM - 12:30 A&S 7
Handouts Limit 20

Codes and ciphers from antiquity to the Renaissance. Hands-on class will allow students to learn about the ancient and medieval forms of encryption. Please bring writing implement.

Did I Do That?
Kazimierz Dziecielowski Midrealm 1 hour
Mon Aug 3 5:30 PM - 18:30 A&S 3

In an effort to strengthen their own influence and consolidate power, the Ottoman Empire backed a Transylvanian Prince as the next King of Poland in 1575. Little did they know that in just over 100 years the Heavy Cavalry unit he created and standardized would crush their hopes of dominating Central Europe.

Elizabeth Bathory, the Blood Countess
Frusina Macka Aethelmearc 1 hour
Sun Aug 2 11:00 AM - 12:00 A&S 5

Elizabeth Bathory was a 16th-century noblewoman with a penchant for torture. Legend has immortalized the more familiar Dracula but few people know about the Blood Countess of Transylvania. This class will examine the life and depravity of Elizabeth Bathory. **18+ only. Graphic content.**

Adults Only! Due to the graphic content of the class

English Rosaries and Paternosters
Dame Elizabethe Alles Midrealm 1.5 hours
Wed Aug 5 1:00 PM - 14:30 A&S 3
Handouts Limit 25 $1.00

Focus is on prayer beads (paternosters) in England from the 11th to 16th C, especially the impact of the English Reformation.

Enslavement Practices in Ancient Rome
Noble Salvia Repentina Atlantia 1.5 hours
Mon Aug 3 10:00 AM - 11:30 Bog U

Enslavement was a fact of life in ancient Rome, so what might a Roman persona be expected to know about it? Join us as we dispel the myths, face the facts, and gain an understanding of how Roman people interacted with this challenging tradition. Q&A will be during the last half hour.

Evolution of Black Powder Arms from 1320-1600
Lord Erich von Kleinfeld Atlantia 1 hour
Wed Aug 5 9:00 AM - 10:00 A&S 2

History and development of black powder arms from 1320-1600. This is a **non**-shooting lecture/discussion class covering period firearm technology. Handouts for all classes: http://www.3fgburner.net/#info.

Gay Vikings: Sex and Gender in Norse Society
Lorefather Þorfinnr Hróðgeirsson East 1 hour
Tue Aug 4 11:00 AM - 12:00 A&S 6

The idea of the Viking warrior is a strong cultural idiom that pervades medievalism, especially in the early period. In some ways, this idea of a violent, gruff raider taking riches and assaulting women reflects in our modern society as a symbol of masculinity gone wrong, and medieval Christian writers certainly want us to believe they were savage outsiders with no place in society. But how did Norse society look from the inside? What about women? What do we know about the expected gender roles and how they were enforced? What happened to those who deviated? Class will discuss the evidence we have from a variety of sources, and provide possible interpretations of that evidence.

Please be aware that the class will discuss sex, sexual abuse, and violence, especially violence directed at sexual and gender minorities. Content warnings will be offered around the most sensitive sections. **Age 18+.**

Adults Only! Content potentially unsuitable for children.

Gay Vikings: Sex and Gender in Norse Society
Lorefather Þorfinnr Hróðgeirsson East 1 hour
Wed Aug 5 1:00 PM - 14:00 Bog U

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Gay Vikings: Sex and Gender in Norse Society - CCt
Lorefather Þorfinnr Hróðgeirsson East 1 hour
Fri Jul 31 3:00 PM - 16:00 Courtesan College - B03

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Please note: Courtesan Camp is a nudity friendly space.

Adults Only! Content potentially unsuitable for children.

German Crossbows
Baron Charles O'Connor Aethelmearc 1 hour Fri
Jul 31 11:00 AM - 12:00 A&S 3
Mon Aug 3 11:00 AM - 12:00 A&S 3

This class will deal with the use of the crossbow across Germany, Scandinavia, and Eastern Europe. The crossbow was an essential part of story of both the Rhineland and Wilhelm Tell in Switzerland. It enabled the Knights Templers to carve out Brandenburg from the Polish territory. It was the favored hunting weapon of the Holy Roman Emperors Maximilian and Charles V. It gained the Swedes their independence.

Introduction to the Viking Age.
Mord Hrutsson East 1 hour
Mon Aug 3 9:00 AM - 10:00 Downtown Campus

Using upon geography and time, Mord Hrutsson will discuss the causes and consequences of the Viking Age. Technological, political, and economic factors and their sources will be presented. All are welcome.

Introduction to Viking Age Arms and Armor
Mord Hrutsson East 1 hour
Tue Aug 4 11:00 AM - 12:00 A&S 11

Mord Hrutsson, author of a "Complete Anachronist" on Viking Age arms and armor, will present and discuss the weapons of the Scandinavian Expansion. The sources and the history of these objects is occasionally more interesting than the objects themselves. All are welcome!

Joan of Arc: Artillerist, Fraudbuster, and Saint
William West 1 hour
Wed Aug 5 3:00 PM - 16:00 A&S 3

A short summary of the life of an artillery expert, fraudbuster, and saint who was of moderate importance to the continued survival of the French monarchy, covered by historical enthusiast (and agnostic), William of Porto, focusing on the accomplishments of her career and just how overwhelmingly implausible they are. I am fundamentally confused about what happened if we don't assume miracles occurred, but I'll still be happy to tell you everything I know about one of the most extraordinary people I've ever encountered in the pages of history.

Lead On, Brave Heart
Éadaoin Ruadh Aethelmearc 1 hour
Wed Aug 5 1:00 PM - 14:00 A&S 11
Handouts Limit 30

Thanks to Mr. Gibson's film and a questionable Scottish accent, plenty of the non-Scottish world "knows" what happened with William Wallace, Robert the Bruce, and the First Scottish War of Independence. Come learn, with visual aids and a slightly less questionable accent, what we know and what we question about those events.

Literally Every Medieval Trans Person I Can Find
Sarah Midrealm 1 hour
Mon Aug 3 11:00 AM - 12:00 A&S 7
Wed Aug 5 1:00 PM - 14:00 A&S 7

I got upset that no one had made a list of medieval and Renaissance transgender and intersex individuals for researchers and interested folks. So I made one. In the class, I will provide a summary about each individual and what the primary source for the individual is. I include court cases, chronicles, and other historical documents ranging from 1188 to 1650 in Western Europe. My list does not include any literature, not even saints' lives. I will have a handout with information on where you can find the primary source (and translation) for each individual, or at least a summary and discussion of the case. **18+**

Adults Only! Discussion of sex and genitalia

Logboats in the Middle Ages
Captain Elias Gedney East 1 hour
Wed Jul 29 9:00 AM - 10:00 A&S 13

The development and spread of fabricated plank hulls for boats surprisingly did not stop people from making boats out of logs. We will discuss a few surviving European examples from the years between 600 and 1600.

Medieval and Renaissance Venetian Architecture
Isabella D'Angelo Atlantia 1 hour
Thu Aug 6 11:00 AM - 12:00 A&S 13

Come see a lot of photos I took of gorgeous buildings dating from the medieval and Renaissance during my years living in Veneto! Buildings from Padua, Vincenza, and Verona will all be featured.

Medieval Cryptology: An Introduction
Baron Ephraim ben Shlomo Midrealm 1 hour
Sat Aug 1 1:00 PM - 14:00 A&S 13
Thu Aug 6 10:00 AM - 11:00 A&S 13
Handouts Limit 30

Systems of secret writing from before Julius Caesar to Francis Bacon. We'll discuss military and political communication, why the letters of Mary Queen of Scots were so difficult to break, and whether there's any evidence of secret messages in Shakespeare's First Folio.

Miraculous, Mysterious, Medieval Theatre
THL Katherine Coscombe Midrealm 1 hour
Wed Jul 29 10:00 AM - 11:00 A&S 5
Handouts Limit 15
A look at the death and rebirth of theatre in the Middle Ages, from religious condemnation to church-sponsored epic pageants and passion plays.

Monastic Sign Language (History and Lexicons)
Lady Nicasia Leontodes East 1 hour
Mon Aug 3 12:00 PM - 13:00 A&S 7
Learn about the history of Monastic Sign Language as well as the gestures that were used to communicate basic daily needs in cloistered life from various extant lists available to analyze today. Class will be taught in spoken English with an accompanying volunteer signer to provide the class material in ASL.

Mythbusting Period Piracy
Captain Elias Gedney East 2 hours Fri
Jul 31 1:00 PM - 15:00 A&S 12
I will outline the differences between period and non-period piratical portrayals, and highlight common myths and mistakes about piracy in the SCA period.

Nigel's Fire Starting Class
Master Nigel leHaie Midrealm 1 hour
Wed Jul 29 11:00 AM - 12:00 A&S 4
Mon Aug 3 9:00 AM - 10:00 A&S 4
You too can learn how to start a fire just like the Roman, Vikings, Saxons, and all other people of the Middle Ages. Learn the history, technology and practical techniques of starting a fire with flint and steel.
Everyone gets to try! **18+; fire making.**
Adults Only! We make fire.

Nigel's Fire Starting Class
Master Nigel leHaie Midrealm 1 hour
Fri Jul 31 1:00 PM - 14:00 Bog U
Handouts Limit 6
Materials Limit 6
Learn how to start a fire like most people in the Middle Ages with flint and steel. **Age 18+.**
Adults Only! Fire

Ottoman Sign Language (OSL), 15th-20th c.
Lady Nicasia Leontodes East 1 hour
Mon Aug 3 2:00 PM - 15:00 Cafe Merhaba
Join us at Kafe Marhaba (Turkish coffee merchant) from 2PM-3PM on Monday, 08/03 of War Week to learn some of the history and cultural practices of sign language being used in the Ottoman Empire between the 15th and 20th centuries! Class will be taught in spoken English, and teacher will be accompanied by an ASL user to sign the spoken class material.

Pointy Sticks: Historical Sword Classification
Calamus Schreiber Northshield 1 hour
Sat Aug 1 12:00 PM - 13:00 A&S 3
Handouts Limit 25
Starting with Oakeshott and Geibig we will discuss and expand upon modern classification systems of sword blades. This will cover everything from Roman to late 16th century Western European sword blades.

Risqué Pompeii: Art Under the Volcano - CCt
THL Rosie Dubroc Midrealm 1 hour
Fri Jul 31 7:00 PM - 20:00 Courtesan College - B03
Upon the discovery of Pompeii, and its neighbor Herculaneum, Victorian explorers were both surprised and horrified by what they found. The sexually explicit artwork they uncovered would forever change their view of Ancient Rome and eventually lead to our modern concept of pornography. Come have a look at the artwork that caused such an uproar that it was hidden away for nearly two centuries. **Age 18+.**
Please note: Courtesan Camp is a nudity friendly space.
Adults Only! Discussions touching on pornography.

Robin Hood
Sarah le Payller East 1 hour
Fri Jul 31 9:00 AM - 10:00 A&S 5
Tue Aug 4 9:00 AM - 10:00 A&S 5
A class on the origins, context, and themes of stories of Robin Hood.

Sadomasochism in Religious Art - CCt
THL Rosie Dubroc Midrealm 1 hour
Tue Jul 28 12:00 PM - 13:00 A&S 5
Handouts Limit 20
This class looks at Western European depictions of Christian saints and martyrs and focuses on the abundance of violence often with sexual overtones present in this art. **Age 18+.**
Adults Only! Sexually explicit and violent images_

Saxon Transylvania: An Overview of Culture/History
Frusina Macka Aethelmearc 1 hour
Thu Jul 30 1:00 PM - 14:00 A&S 5
This class will explore the culture and history of Saxon Transylvania. Especially, we will look at Saxon influence on life and arts.

Sex and Gender in the German Reformation - CCt
Master Cerridwen verch Ioreword Outlands 1 hour
Wed Aug 5 2:00 PM - 15:00 A&S 6
What's the difference between a whore and a prostitute? What was the view on homosexuality? Is divorce a thing? Could a woman lead/fight in the army? What were the views on gender roles? Class will take on social roles and options based on gender and status, charges of impotence, the brothels, cross-dressing, and other more taboo subjects of the German Reformation. **Adult topics; 18 and above or 16-17 with adult.**
Adults Only! This class will talk about sex, sex acts, and sexual organs.

Ships in the SCA Period: A Chronological Overview
Captain Elias Gedney East 2 hours
Sun Aug 2 9:00 AM - 11:00 A&S 12
A comprehensive overview of the development of ships in western Europe between 600 and 1600.

Slavic Interest Group Meetup
Lady Patricia of Trakai Atlantia 2 hours
Tue Aug 4 12:00 PM - 14:00 Downtown Campus
The interkingdom Slavic Interest Group (SIG) welcomes people interested in the medieval history and culture of all Eastern European lands. You are welcome to bring crafts, garb, books, food, and **non**-alcoholic beverages relevant to your persona, and to talk about them.
Cultures include Russia (Kievan Rus, Novgorod, Chernigov, Polotsk, Smolensk, etc.), Ukraine, Hungary, Romania, Transylvania, Latvia, Lithuania, Karelia, Slovakia, Czech Republic, Bohemia, Moravia, Great Moravia, Slovenia, Croatia, Serbia, Bosnia, Dalmatia, Albania, Poland, Estonia, Belarus, Moldova, Bulgaria, Armenia, Georgia, Turkmenistan, Tajikistan, Azerbaijan, Kirgizstan, Kazakhstan, Turkestan, Khazaria, and related ethnic groups.

Steal Her Look: Dressing a 6th-C Kentish Woman
Baroness Meadhbh Ballach ingen Eochada Midrealm 1 hour
Sat Aug 1 10:00 AM - 11:00 A&S 3
Starting from a reconstruction of a specific grave from 6th-century Kent, we will look at how the archaeological evidence can help us understand what people were wearing even in the absence of pictorial or descriptive sources. Class features a plastic skeleton model.

Steal Her Look: Dressing a 6th-C Kentish Woman
Baroness Meadhbh Ballach ingen Eochada Midrealm 1 hour
Tue Aug 4 3:00 PM - 16:00 Teen University
Starting from a reconstruction of a specific grave from 6th-century Kent, we will look at how the archaeological evidence can help us understand what people were wearing even in the absence of pictorial or descriptive sources. Class features a plastic skeleton model.

The Death of Olaf Trygvassen
William West 1 hour
Tue Aug 4 3:00 PM - 16:00 A&S 3
Snorri Sturluson collected many epic tales in *Heimskringla* , his History of the Norse Kings, but the finest of them all was the great battle of Svolder between Olaf Trygvassen, King of Norway, and the vast hosts of the kings of Sweden and Denmark - and of Jarl Eric, Olaf's greatest foe, whose family had long been at feud with the *Ynglings* . This class will tell the story of Olaf Trygvassen's career as pirate and king and of its climax at Svold. Fair warning - while this class will be taught as narrative history, our source is not tremendously reliable, being a couple hundred years too late to witness the events.

The English Reformation
Dame Elizabethe Alles Midrealm 2 hours
Wed Aug 5 9:00 AM - 11:00 A&S 5
Handouts Limit 25 $1.00
Basics of the English Reformation: timeline, politics, major players, and what differentiates it from the continent.

The European Horse Nation
Kazimierz Dziecielowski Midrealm 1.5 hours Sun
Aug 2 6:00 PM - 19:30 A&S 5
Starting with the Battle of Grunwald in 1410, this class will discuss the gradual rise of Polish power in central Europe and the role their cavalry played in this rise.

The History of Rabbits
Philippi Midrealm 1 hour
Sat Aug 1 1:00 PM - 14:00 A&S 3
Rabbits history is as fun as the rabbits, full of silly stories including pirates, rabbit islands, great wars fought over tiny parcels of land full of bunnies, the losing and the finding of bunnies by explorers, favorite rabbit stew recipes of the historically famous, and the uses of rabbits found throughout history. Sit with an Angora rabbit historian and fiber expert as she tells the wild stories of rabbits. At the end of class, the conversation will be open to the modern uses of rabbits in the SCA, including a display of historical recreations made from Angora rabbit fiber.

The History of Sex Work - CCt
Mistress Magdalena La Sanguigni Atlantia 2 hours Fri
Jul 31 1:00 PM - 15:00 Courtesan College - B03
A survey of the history of prostitution, from the late Roman era to 1600 AD. We will be covering such topics as the formation of red light districts, brothel management, contraception, municipal laws, church law, and the garb and identification of a prostitute within this time period. **Age 18+.**
Please note: Courtesan Camp is a nudity friendly space.
Adults Only! Subject matter may be inappropriate for children

The Irish Brehon Laws
The Honorable L Líadan Liathán Midrealm 1 hour
Sun Aug 2 2:00 PM - 15:00 A&S 3
Wed Aug 5 11:00 AM - 12:00 A&S 1
Handouts Limit 15 $2.00
The ancient Irish developed a complex, logical system of law based on compensation and honor that lasted centuries. The class focuses on the different levels of qualifications to become a Brehon or Bard, as well as the methods of adjudication and application.

The King of Instruments: Pipe Organ History
Herr Reinhard Regenbogen No Kingdom 1 hour
Wed Jul 29 9:00 AM - 10:00 University Battlefield
Mon Aug 3 9:00 AM - 10:00 University Battlefield
From the *hydraulis* of ancient Greece to the grand instruments of Renaissance cathedrals, the pipe organ has been called “the king of instruments” for centuries.
This one-hour class will trace the organ’s evolution from its earliest known forms in antiquity through the medieval and Renaissance periods, ending around the year 1600. We’ll explore its development in both sacred and secular contexts, discuss how it was built and played, and learn about the types of music it brought to courts, chapels, and public spaces.
Participants will hear authentic audio recordings from extant historical organs still in use today, giving a rare chance to experience their original voices. Modern organ pipes will also be on hand for demonstration, allowing a closer look at how they produce sound. No musical training is required—just bring your curiosity and your ears!

The Last Great Tournament: Eglinton 1839

Duchess Gabrielle van Nijenrode Aethelmearc 1 hour
Fri Jul 31 1:00 PM - 14:00 A&S 7

Queen Victoria had been crowned in 1838 under austere circumstances, it was known as the Penny Coronation, and the British aristocracy was itching for a showy celebration of pomp and chivalry. Knights had ludicrously expensive armor created and practiced in London in Regents Park and tens of thousands of spectators descended on the small town where the Eglinton estate was located. Things did not quite go according to plan due to a major storm blowing in from the coast and ultimately the castle was destroyed in WWI artillery practice. Still this unique event holds a very special place in our history.

The Princess and the Pagan

Kazimierz Dziecielowski Midrealm 2 hours
Fri Jul 31 5:00 PM - 19:00 A&S 3

This class dives into the marriage that created one of the most powerful unions of medieval Europe.

The Hungarian princess that became a king who married the Lithuanian pagan archduke who became a Catholic... oft misunderstood, the union of *King* Jadwiga to Jagiello was the beginning of what would be known as the Polish/Lithuanian Commonwealth, and nothing would ever be the same. It was, after all, approved by the Pope.

The Real-Politik of the Eagle and Crescent

Kazimierz Dziecielowski Midrealm 2 hours
Sat Aug 1 6:00 PM - 20:00 A&S 5

The realities of the relationship between two medieval powerhouses that are often overlooked. More often that realized, the interests of these two Empires aligned in interesting ways.

The Third Fall of Rome and the End of the World

William West 1 hour
Sat Aug 1 4:00 PM - 17:00 A&S 3

The Roman Empire died five times, but four times it rose from the dead. This story tells the tale of the third, for when Emperor Heraclius died, it was with half his empire and three-quarters of its wealth in the hands of the Arab conquerors, and his heirs would find it far from easy to maintain themselves against the military juggernaut wielded by Mu'awiya and his sons, that great empire of the Umayyads that stretched from Spain to the Indus.

This narrative history covers the second half of the period 602-720 in which Constantinople was thrice besieged and nearly fell, with another class ("The Third Fall of Rome and the Labors of Heraclius") covering the first half, taught by historical enthusiast William of Porto.

The Third Fall of Rome and the Labors of Heraclius

William West 1 hour
Sat Aug 1 2:00 PM - 15:00 A&S 3

The Roman empire died five times, but four times it rose from the dead. This story tells the tale of the third, for when the Emperor Heraclius came to the throne of the Roman (or, if you prefer, Byzantine) Empire in 602, it was to find almost half the Empire's territory occupied by Persians and most of the remaining half by Avars. Through war and diplomacy he managed to save the Empire for a generation - only for a new threat, the Arabs of the desert, to take it from him again. This narrative history covers the first half of the period 602-720 in which Constantinople was thrice besieged and nearly fell, with a second class ("The Third Fall of Rome and the End of the World") covering the second half, taught by historical enthusiast William of Porto.

The Tournament as a Spectator Sport

Maitresse Yvianne de Castel d'Avignon Aethelmearc 1 hour
Tue Jul 28 11:00 AM - 12:00 A&S 13
Tue Aug 4 11:00 AM - 12:00 A&S 13
Handouts Limit 10 $2.00

Tournament history from an unusual viewpoint: that of the spectator. How they played an integral role in the sanction, rise and success of tournaments. What spectators did and how we can use that information to enhance and expand the list field experience for everyone who attends a tournament.

The Welsh Mabinogion: Myth, History, & King Arthur

Lord Gavin Kent East 2 hours
Wed Jul 29 3:00 PM - 17:00 A&S 2
Mon Aug 3 1:00 PM - 15:00 A&S 2
Handouts Limit 15

The collection of stories, pseudohistory, poetry and prose that comprise what has come to be known as "The Mabinogion" is a unique view through a 14th century keyhole into the early oral traditions of Welsh history. Some of the only extant stories from a clearly pre-Christian Britain, the earliest mentions of Arthur, and a cavalcade of monsters, giants, great deeds and greater folly are wrapped up in its pages. Come explore the general content, flavor, and what is known of this treasure of Welsh bardic tradition with your enthusiastic fellow travelers.

To Bridle the Horses of St. Mark: Chioggia

William West 1 hour
Sun Aug 2 3:00 PM - 16:00 A&S 3

The two great maritime republics of Venice and Genoa had always despised each other, but 1378 saw the rivalry heat up to the point of war, from brawls in the Crusader cities of the Levant to open battles on the sea and even the siege of Venice itself. With the island city of Venice finally vulnerable, Genoa planned to do what Charlemagne's son could not and not merely take an island or a city from its rival but destroy it - to, as the Genoese ambassador boasted, "put a bridle on those horses of yours on the portico of Saint Mark's," and so end the ambitions of Venice. This is the tale of one of the most exciting wars you have never heard of, told by William of Porto.

To the Moon: Concepts of Period Space Travel

TH Niccolò Bartolazzi Midrealm 1 hour
Thu Aug 6 10:00 AM - 11:00 Downtown Campus

Journey to the Moon during the Renaissance where all that is lost can be found, people speak in music while walking on all fours, and the emperor might just be Arlecchino! We explore how writers from antiquity (such as Lucian of Samosata) to the later Renaissance (including Johannes Kepler, Cyrano de Bergerac, and Aphra Behn) explored travel to and life on the Moon in their works. Humanity has always looked up and wondered. (Note: Research for this class was conducted for writing a Period-style commedia dell'arte and some of the application may be discussed.)

Transgender Knights and Lesbian Love Affairs

Sarah Midrealm 1 hour
Tue Aug 4 12:00 PM - 13:00 A&S 8

At least three transgender knights appear in medieval French romances in the late 13th and early 14th centuries. Arguably there are four or five. This class looks at patterns across six different romances to explore who the transgender knights and the women who loved them were in the medieval period. **18+**

Adults Only! Discussion of sex and genitalia

Transgender Knights and Lesbian Love Affairs - CCt

Sarah Midrealm 1 hour
Wed Aug 5 5:00 PM - 18:00 Courtesan College - B03

At least three transgender knights appear in medieval French romances in the late 13th and early 14th centuries. Arguably there are four or five. This class looks at patterns across six different romances to explore who the transgender knights and the women who loved them were in the medieval period. **18+**

Please note: Courtesan Camp is a nudity friendly space.

Adults Only! Discussion of sex and genitalia

Twice Queen of France; Anne of Brittany

Meister Friderich Swartzwalder Aethelmearc 1 hour
Sun Aug 2 4:00 PM - 17:00 A&S 7

A look at the life of Anne of Brittany (1477-1514). The fiercely independent Duchess of Brittany who put the freedom of her beloved Brittany above all else. She ruled Brittany as Duchess in her own right. Anne fought against many rivals who tried to take over Brittany. When the King of France came around, she only agreed to marry him if she could maintain her independent rule over Brittany. After he died, she married his successor and became queen again in an attempt to keep Brittany independent. Learn about this strong and fiercely independent ruler.

Two Suns in the Sky: The War for the Mediterranean

William West 1.5 hours
Mon Aug 3 3:00 PM - 16:30 A&S 3

"Just as there is only one God in heaven, so there can only be one empire on the earth," wrote Ibrahim Pasha, vizier of the great Ottoman Sultan Suleiman the Magnificent. The Catholic Desiderus Erasmus phrased it differently: "The rumor… is that the Turk will invade Germany with all his forces, to do battle for the grand prize, whether Charles" - Holy Roman Emperor Charles I and V - "or the Turk be monarch of the entire world, for the world cannot abide two suns in the sky."

Over the course of the sixteenth century, the two mightiest empires in Europe (both multicontinental, both the heirs of Rome) squared off in Hungary, in the Mediterranean and throughout the Balkans for control of the world, ending with a land battle fought at sea that historian Roger Crowley calls the bloodiest day before the first World War. This class tells that story, and the story of why neither of them won.

Undesirable Acts of Beholding - CCt

THL Rosie Dubroc Midrealm 1 hour
Wed Jul 29 7:00 PM - 20:00 Courtesan College - B03
Handouts Limit 30
Materials Limit 30

This class focuses on the horrific frescos covering the walls of this ancient church. Described as "a panorama of horror and butchery no man could imagine in his sleep," these paintings are not only detailed and vivid depictions, but also include captions that describe exactly what is going on in every scene. I will share my photos of the frescos, explore their content and discuss why the pope commissioned such disturbing pieces for the church's 16th century renovations. **Age 18+.**

Please note: Courtesan Camp is a nudity friendly space.

Adults Only! Sex and violence

Veiled Passions: Sexuality in the Middle Ages-CCt

Lady Sonnet de Saint-Coutant Aethelmearc 1 hour Sat Aug 1 3:00 PM - 16:00 Courtesan College - B03
Handouts Limit 20 $2.00

If you've read Sir Gawain and the Green Knight, you're already aware of some of the kinky power dynamics of the medieval bedroom. This class invites you to delve further into the rich and often hidden tapestry of medieval sexuality, where desire transcended modern boundaries. We will explore the full spectrum of erotic and intimate experiences in the Middle Ages, from ideals of courtly love and chivalric romance to the intense homosocial bonds in monastic and knightly communities.

What was considered erotic and titillating to medieval lovers? What do we know about diverse expressions of desire from literature and art?

We begin with heteronormative frameworks, examining courtly love traditions in works such as Chrétien de Troyes' Arthurian romances, and Marie de France's *lais* , where idealized heterosexual longing masks deeper tensions in feudal hierarchy and gender roles. From there, we will trace the homosocial dynamics of intense same-sex affinities amongst knights, monks, and nuns, venturing into queer history. Finally, we will discuss the downright kinky side of medieval desire found in medieval romance and *fabliaux* . This class will provide examples of primary texts and an analysis of artifacts that cover how medieval societies policed, celebrated, and subverted desire amid religious doctrines, medical theories, and social norms.

Please note: Courtesan Camp is a nudity friendly space.

Adults Only! This course is restricted to participants aged 18 and older due to its explicit exploration of mature themes, including discussions of sexuality, erotic literature, kink, BDSM-like practices, queer histories, gender transgression, and historical depictions of intimacy, violence, and power dynamics in medieval contexts. Students should be prepared for potentially sensitive or triggering material.

Viking Graves: An Overview.

Mord Hrutsson East 1 hour
Sun Aug 2 11:00 AM - 12:00 A&S 1

Graves are a major source of information of the material culture of the "Vikings." Yet, there is more to these burials than the objects found in them. Mord Hrutsson will discuss these graves as cultural constructions and possibly how to examine them as sources. All are welcome!

When Debt Collectors Repossessed Constantinople

William West 1 hour
Sun Aug 2 1:00 PM - 14:00 A&S 3

The Fourth Crusade - for which the Pope has personally apologized, though really it was mostly not his or his office's fault - is one of the most fascinating and bizarre stories in European history. It's the epic tale of a band of Crusaders who started out attempting to retake Jerusalem and ended up causing the downfall of the Byzantine Empire. This short class attempts to cover the story in only an hour, with time for questions.

Women Can't Read, Debunk'd: A Sleeping Pen Awake'd

Honorable Lady Muirenn ingen ui Muirchertaig Aethelmearc 1 hour
Tue Aug 4 3:00 PM - 16:00 Bog U

Literacy does not mean the same thing today that it meant 500 years ago, and this change is more complicated when the question of gender enters the picture. We will examine women's literacy between 1400-1600 CE, and will examine women who wrote, men and women who wrote about women writing, and the distinction between women reading and women writing.

HISTORY: NEW WORLD

Fiber Plants of North America

kade Tatter Skirt Atlantia 1 hour
Fri Jul 31 11:00 AM - 12:00 Fiber Arts Pavillion - Atlantean Royal
Tue Aug 4 10:00 AM - 11:00 Fiber Arts Pavillion - Atlantean Royal

Everyone who's done fiber stuff in the SCA knows about linen and wool and silk, but none of those were here in North America in period. We'll cover some of the major native fiber plants, basic methods for processing them, and a survey of what we know about fiber and clothing traditions on this continent before European contact.

Theatre of Spain and Mexico

THL Katherine Coscombe Midrealm 1 hour
Wed Aug 5 1:00 PM - 14:00 A&S 8
Handouts Limit 15

The theatre of Spain has several unique factors which set it apart from other European forms, and Spain's influence in Mexico led to the earliest Western-style theatre in the New World amongst the *Nahua* .

Woodland Period Ceramics of the Chesapeake Bay

kade Tatter Skirt Atlantia 1 hour
Mon Aug 3 1:00 PM - 14:00 A&S 12

This class comes from my research into what people were doing with the wild clay from my area in SCA period. I'll cover a brief [pre]historical overview, the soapstone vessels that predated ceramics, some of the ware types that we see in the archaeology, and manufacture both in period and of reproductions.

While my focus is on the Chesapeake Bay region (Coastal & Piedmont MD/VA), I will also talk about what was specific to the area and what applies more broadly to prehistoric North America and ancient ceramics in general.

ILLUMINATION

Chinese Diapering :Carved Lacquer of Ming Dynasty

Baron Sasson de Sancta Victoria Aethelmearc 1 hour
Wed Jul 29 3:00 PM - 16:00 Æthelmearc 2
Mon Aug 3 3:00 PM - 16:00 Æthelmearc 2
Handouts Limit 20

You'll never lack for scroll ideas when you take inspiration from Ming Dynasty lacquer! Learn how in this hands-on scribal class.

Cloudwork : Lacquer Deco. of the W. Han Dynasty

Baron Sasson de Sancta Victoria Aethelmearc 1 hour
Tue Jul 28 3:00 PM - 16:00 Æthelmearc 2
Sun Aug 2 3:00 PM - 16:00 Æthelmearc 2
Handouts Limit 20

A hands-on exploration of Han Dynasty decorative motifs and their practical application to SCA scrolls.

Crimson Certificates: Joseon Royal Cert. Format

Baron Sasson de Sancta Victoria Aethelmearc 1 hour
Thu Jul 30 3:00 PM - 16:00 Æthelmearc 2
Tue Aug 4 3:00 PM - 16:00 Æthelmearc 2
Handouts Limit 20

Add both text & context to your Asian-inspired scrolls. Learn the structure of *Joseon* court documents & hands-on techniques to improve your scrolls.

Indigo Sutras : Illuminated Buddhist Manuscripts

Baron Sasson de Sancta Victoria Aethelmearc 1 hour
Fri Jul 31 3:00 PM - 16:00 Æthelmearc 2
Wed Aug 5 3:00 PM - 16:00 Æthelmearc 2
Handouts Limit 20

Black Hours have nothing on these! Learn how the need for preservation resulted in one of the most visually arresting forms of Buddhist art.

Acanthus Drawing For the Non-Artistic Scribe

Maitresse Yvianne de Castel d'Avignon Aethelmearc 1 hour
Thu Jul 30 1:00 PM - 14:00 Æthelmearc 1
Sun Aug 2 10:00 AM - 11:00 Æthelmearc 2

Acanthus leaves are ubiquitous in medieval art. Learn to draw acanthus leaves freehand even if you aren't a naturally gifted artist. If time permits, we will also discuss some painting and shading tips for novice (or struggling) illuminators.

Adding Whimsy: Getting Marginalia On More Scrolls!

THLady Gwen Cooke Aethelmearc 1.5 hours
Tue Jul 28 12:00 PM - 13:30 Æthelmearc 1
Handouts Limit 20 $1.00
Materials Limit 20 $1.00 $1 - printed blanks to keep and draw on

Nearly everyone loves to see marginalia throughout our modern medieval age, but not everyone is confident in how to use screaming snails, trumpeting tushes, battle bunnies, and grinning grotesqueries to accentuate their scroll-work. This class will discuss the inclusion of marginalia and offer opportunities for everyone to try out ways to incorporate some marginalia in scrolls. We will use blanks pre-drawn with linework as a base for our learning and experimentation, though students are welcome to bring in-progress works to use for their own experimentation.

Class will provide blanks and some linework marginalia examples for tracing. Students should attempt to bring pencils, erasers, and any other drawing supplies they utilize, though there will be a limited amount of supplies for use during the class. Students will all leave with their worked-on blanks, plus any spares they want for further experimentation. There will not be painting during this class, though plenty of drawing, erasing, and squinting at weird margin doodles!

Basics of French Vine Style

Mistress Glynis Ciara of Trawsfynydd Aethelmearc 1.5 hours
Wed Aug 5 1:00 PM - 14:30 Æthelmearc 1
Handouts Limit 10

This is a hands-on workshop covering the basics of drawing and painting French Vine-Style Illumination. There is no historical overview included, just learning to identify the style and learning to draw and paint basic elements. Loaner materials provided.

Creating a Sampler of Medieval Pigments

Baroness Aldermoureis "Alda" Ventzke Midrealm 2 hours
Fri Jul 31 12:00 PM - 14:00 Æthelmearc 1

Create your own sampler using historical pigments.

Demystifying Silver and Gold

Baroness Aldermoureis "Alda" Ventzke Midrealm 2 hours
Sat Aug 1 1:00 PM - 15:00 Æthelmearc 1

Create a sampler sheet of different types of gold and silver that you might use to adorn your own A&S projects. While the focus is on paper, the materials can often be used on other surfaces.

Drawing Islamic Geometric Patterns

Mary of Caer Draeth Calontir 1.5 hours
Mon Aug 3 9:00 AM - 10:30 Æthelmearc 2
Tue Aug 4 9:00 AM - 10:30 Æthelmearc 2
Wed Aug 5 9:00 AM - 10:30 Æthelmearc 2
Thu Aug 6 9:00 AM - 10:30 Æthelmearc 2
Handouts Limit 10
Materials Limit 10

Are you mesmerized by the intricate geometry of Islamic decoration? Come learn to how recreate historically accurate patterns using a compass and ruler. We will use Eric Broug's step-by-step method to create your own 4-fold and 6-fold templates. We will discuss various ways to apply this technique to illuminate your Known World.

Figure Drawing - CCt

Lady Tara Bai Aethelmearc 2 hours
Wed Aug 5 7:00 PM - 21:00 Courtesan College - B03

Bring your own drawing materials or use ours, we'll provide the models in a Roman-inspired tableau and assist beginners to figure drawing.

Please note: Courtesan Camp is a nudity friendly space.

Adults Only! Nudity

Goldleafing Made Easy

Mistress Roewynne Langley Midrealm 2 hours
Tue Jul 28 1:00 PM - 15:00 Æthelmearc 2
Fri Jul 31 2:00 PM - 16:00 Æthelmearc 1
Handouts Limit 10 $11.00
Materials Limit 10 $5.00 Printed how to booklet: $11.00 / Gold leaf sheet: $4.00 / other supplies: $1.00

Learn how to gold leaf, using the "period" simple way by using leaf and garlic! You get a booklet, 1 sheet of gold leaf; other supplies are provided.

Gothic Hybrid Drolleries and Grotesques

Maitresse Yvianne de Castel d'Avignon Aethelmearc 1 hour
Sat Aug 1 10:00 AM - 11:00 Æthelmearc 1
Handouts Limit 10 $1.00
Materials Limit 10 $1.00 5 page (double sided) handout and a hand bound flip book for creating unique original grotesques. No fee for materials (per instructor). Have you ever wondered where the ideas for the fantastic creatures often found hiding in the margins of illuminations came from? Do they serve a purpose other than making people giggle? Find out the answers to these questions and more. And, if you'd like, participate in a fun little drawing exercise.

Intro to Islamic Illuminated Painting

Darbuka Queen Rael No Kingdom 1.5 hours
Mon Aug 3 4:00 PM - 17:30 Æthelmearc 1
Handouts Limit 20 $3.00
Materials Limit 20 $40.00 Papers, pencils, brushes, paints and gold

Step into the golden world of illumination painting.

Islamic Illumination painting is a century-old art form of decorating sacred manuscripts with real gold. It's a process that that gives the artist and viewer beauty and inner peace.

Raquy Danziger has been studying this for many years at the Islamic Art Academy in Istanbul and she is thrilled to give Pennsic folks a taste of this for the first time.

In this workshop Raquy will guide you in creating a small illuminated motif.

The steps include:

-design it with a pencil on tracing paper
-transfer it to a coffee-stained final card
-fill in the gold, paint the other colors, make the outline, fill in the background

No prior experience is needed—only patience, curiosity, and a willingness to be present with the process.

Participants will have their own illuminated design to take home after the workshop.

It Begins With a Box And an X
Lady Viola Thornhaven   Aethelmearc   1 hour
Wed Aug 5 12:00 PM - 13:00   Æthelmearc 1
Handouts Limit 10

This is a beginner-friendly illumination class to teach gouache paint-mixing and introduce making a diaper pattern involving a 3D-illusion to create a background of shaded blocks. Loaner materials provided.

Knotty Creatures: Zoomorphics in the Book of Kells
THLady Gwen Cooke   Aethelmearc   2 hours
Sat Aug 1 10:00 AM - 12:00   Æthelmearc 2
Handouts Limit 20 $1.00
Materials Limit 20 $2.00   Practice paper, tracing paper, and notecard [$1.50]; pencil and eraser[$1.00]

Examination of the Book of Kells' (and other manuscripts of the time) zoomorphic figures within the text. These zoomorphics, wherein animals are combined or twisted into elaborate knotwork, will be examined from the text through a historic lens while students are able to practice their illumination skills in this particular artistic style. Class will focus on a brief history of the Book of Kells, examination of the zoomorphic examples found in the Book of Kells, and finally the ability to practice creating zoomorphics. This class will be hands-on as students will create their own zoomorphics!

Open Scribal Time
Mistress Liadhain   Aethelmearc   1 hour
Tue Jul 28 4:00 PM - 17:00   Æthelmearc 1
Wed Jul 29 5:00 PM - 18:00   Æthelmearc 1
Thu Jul 30 9:00 AM - 10:00   Æthelmearc 2
Mon Aug 3 2:00 PM - 15:00   Æthelmearc 2
Thu Aug 6 11:00 AM - 12:00   Æthelmearc 2

Take advantage of our clean, well-lit space to work on existing projects or to try your hand at calligraphy and/or illumination.

Ridiculously Easy Flowers for Border Illustrations
Dame Matildis la Libraire   Midrealm   1.5 hours
Fri Jul 31 4:00 PM - 17:30   Æthelmearc 1
Sat Aug 1 9:00 AM - 10:30   Teen University
Sun Aug 2 11:00 AM - 12:30   Æthelmearc 2
Handouts Limit 10 $5.00
Materials Limit 10

The border style of the mid to late 1400s emphasized speed and simplicity of its elements, which were then layered to produce the illusion of complexity. Many of the flowers are barely a step above doodling. Students paint an artist trading card to take home. Full color, 14-page handout available for optional purchase, or free download from instructor's shared Google Drive folder.

Screaming Snails: Doodling Marginalia Decorations
THLady Gwen Cooke   Aethelmearc   2 hours
Wed Jul 29 10:00 AM - 12:00   Æthelmearc 1
Tue Aug 4 11:00 AM - 13:00   Æthelmearc 2
Materials Limit 20 $10.00   Pendant pieces - $7, paint $2; brush $1;

A make-and-take scribal class where students will paint an insert for a pendant based on popular marginalia designs. Medallions will be glued and finished by the end of class. We may also start on a small notecard if there's time. There will also be a handout with common marginalia designs and a bit of the history behind them. Come learn a little about those screaming snails and strange creatures that inhabit the margins of our manuscripts!

Spicy Marginalia: Phallus Frolics - CCt
THLady Gwen Cooke   Aethelmearc   1.5 hours
Thu Jul 30 1:00 PM - 14:30   Courtesan College - B03
Handouts Limit 30 $1.00
Materials Limit 20 $2.00 $1 brushes and shared paints; $1 notecards

Ever wonder about those X-rated images we sometimes see in the margins of manuscripts? Ever wonder about the history behind them or want to see some of the strange themes that medieval scribes created and leaned into?
This class will delve into the history behind the naughty nuns, lewd lickers, frolicking phalluses, and any number of other adult-themed illuminations, and then we'll make spicy marginalia trading cards to share with one another, special to the Courtesans' College Track! We'll talk about why those particular pieces of marginalia stick with our imaginations. Ever wanted to see scribal work in a plain brown wrapper? If so, then this class is for you! **Adult; 18+**
Please note: Courtesan Camp is a nudity friendly space.
Adults Only! 18+ camp, adult-themed marginalia to be discussed, drawn, and displayed

Spicy Marginalia: Phallus Frolics and Lewd Lickers
THLady Gwen Cooke   Aethelmearc   2 hours
Fri Jul 31 10:00 AM - 12:00   Æthelmearc 2
Mon Aug 3 11:00 AM - 13:00   Æthelmearc 2
Handouts Limit 30 $1.00
Materials Limit 20 $10.00   Pendant pieces - $7, paint $2; brush $1;

Ever wonder about those X-rated images we sometimes see in the margins of manuscripts? Ever wonder about the history behind them or want to see some of the strange themes that medieval scribes created and leaned into?
This class will delve into the history behind the naughty nuns, lewd lickers, frolicking phalluses, and any number of other adult-themed illuminations, and then we'll make spicy marginalia medallions! We'll talk about why those particular pieces of marginalia stick with our imaginations. We will also talk strategy for using this sort of illumination in our Modern Medieval World with the disclaimer "know your audience." Ever wanted to see scribal work in a plain brown paper? If so, then this class is for you! **Adult; 16+ with parental consent and presence.**
Adults Only! This class will cover some of the SPICY marginalia found in manuscripts - including phalluses, inappropriate licking, butt trumpets, and nuns behaving badly. If there is parent's consent - the class would be fine for 16 year olds and up (with parental presence)

Those Crazy Celtic Capitals
Mistress Roewynne Langley   Midrealm   1 hour
Thu Jul 30 2:00 PM - 15:00   Æthelmearc 1
Materials Limit 15 $2.00   Colored Pencils and Markers used in class

Learn how to make those crazy capitals you see on manuscripts.

Those Damned Acanthus
Dame Matildis la Libraire   Midrealm   1.5 hours
Wed Jul 29 3:00 PM - 16:30   Æthelmearc 1
Fri Jul 31 9:30 AM - 11:00   Teen University
Wed Aug 5 12:00 PM - 13:30   Æthelmearc 2
Handouts Limit 10 $5.00
Materials Limit 10

Scribes! Have you ever been frustrated by your inability to draw acanthus leaves? Have you given up on including them in your scrolls? This class gives a brief overview of acanthus leaves as shown in manuscript art through the 1300s to early 1500s, followed by practice drawing them. A full color, 14-page handout is available for optional purchase.

Tiny Leaves, Tiny Details
Loremother Alfrun ketta   Aethelmearc   2 hours
Fri Jul 31 10:00 AM - 12:00   Æthelmearc 1
Tue Aug 4 12:00 PM - 14:00   Æthelmearc 1
Materials Limit 6 $25.00 2-3 paintbrushes with nice points, ceramic palette with professional paint, acrylic sheet with prepped perg, pipette, watercolor sheet for practice, color class handout.

The hands-on class will cover working at period scale (and what that looks like) and will give some tips to help achieve fine details when painting bar and ivy, and other detailed, leaf-filled scrolls. We will work with a sample of leaves, vines and other items from these popular 13th-14th century Western European manuscripts. All supplies will be provided for the class fee (and you will get to take them home with you). The class is geared towards intermediate painters who already have developed muscle memory for painting. Limit 6.

Traditional Oil Painting and Glazing Techniques
Painter Rosa Scarecrow   Caid   2 hours
Sat Aug 1 2:00 PM - 16:00   Æthelmearc 2
Materials Limit 20 $5.00   Oil painting pigments, paper, brushes, painting medium

This class explores the foundations of traditional oil painting techniques, with a focus on glazing methods historically used in classical and atelier painting, as well as human anatomy for artists. Topics include transparent vs. opaque pigments, layering strategies, color harmony, light behavior, and building depth through successive translucent layers.

Very Basic Illumination
Warder Michaela Isabella Botticelli   Midrealm   2 hours
Wed Jul 29 1:00 PM - 15:00   Æthelmearc 1
Handouts Limit 20
Materials Limit 20

Explore the art of illumination in an easy, fun manner! This year will also include spacing techniques.

YouthU Illumination
Point   No Kingdom   1.5 hours
Wed Jul 29 10:30 AM - 12:00   Youth University

Explore the art of painting medieval manuscripts.

JEWELRY

Basic Wire Working
Lady Karin Jacobsdotter   East   3 hours
Fri Jul 31 9:00 AM - 12:00   A&S 1
Wed Aug 5 1:00 PM - 16:00   A&S 1
Handouts Limit 6 $1.50
Materials Limit 10 $1.00   wire beads cabochons

Learn how to make wrapped loops, hook and eye clasps, and cabochon wrapping.

Chainmail Bracelet: Box Chain Weave
Lady Katherin verch Rhys   Midrealm   1 hour Fri
Jul 31 1:00 PM - 14:00   Teen University

Learn basics of working with chain mail and make a bracelet using the "box chain" weave. Kits are available for the first 8 participants, though extra instructions will be available for others.

Chainmail Bracelet: Helm's Chain Weave
Lady Katherin verch Rhys   Midrealm   1 hour
Mon Aug 3 1:00 PM - 14:00   Teen University

Learn basics of working with chain mail and make a bracelet using the Helm's Chain weave. Kits are available for the first 8 participants, though extra instructions will be available for others.

Deducing a Jewel from Pictures
Master Cariadoc   West   1 hour
Tue Aug 4 11:00 AM - 12:00   Downtown Campus
Handouts Limit 30

How to design and construct a replica of a period jewel working from pictures taken in a museum, published, or found online.

Fancy Medieval Rings
Dame Elizabethe Alles   Midrealm   1 hour
Thu Jul 30 2:00 PM - 15:00   Youth University
Sat Aug 1 1:30 PM - 14:30   Youth University

Youth will use clay, paint, and plastic gemstones to make their own medieval-style fancy rings. Could be messy.

Introduction to Chainmail
Dame Elizabethe Alles   Midrealm   2 hours
Sun Aug 2 2:00 PM - 16:00   Youth University
Materials Limit 7

As an introduction to chainmail jewelry we will focus on two weaves, *Byzantine* and *Sweet Pea* . Students will be able to create their own bracelet of either weave to take home.

Make a Roman Amulet
Dame Elizabethe Alles   Midrealm   1.5 hours
Fri Jul 31 2:30 PM - 16:00   Youth University
Mon Aug 3 9:00 AM - 10:30   Youth University
Materials Limit 10

Use air-dry clay and paint to make an amulet that would have been worn by Roman children.

Make an Anglo-Saxon Brooch or Pendant
Dame Elizabethe Alles   Midrealm   1.5 hours
Sun Aug 2 9:00 AM - 10:30   Youth University
Thu Aug 6 9:00 AM - 10:30   Youth University
Materials Limit 10

Use air-dry clay and paint to make a Anglo-Saxon style brooch or pendant.

Make Your Own Byzantine Necklace
Basic beading t Eudoxia Antonina Aethelmearc 1 hour
Wed Aug 5 9:00 AM - 10:00 A&S 10
Materials Limit 10 $5.00 Fee covers the cost of beads and wire

The Byzantines loved jewelry! In honor of their love of bling, create your own necklace in the Byzantine style using beads and wire to create a chain. Luckily, this style also passes for ancient Greek and Roman as well. Materials provided along with limited numbers of tools for 10.

Making Wire-Wrapped Rings
THL Jolicia atte Northclyfe Midrealm 1 hour
Tue Jul 28 2:00 PM - 15:00 A&S 1
Handouts Limit 12 $2.00

Learn how to make beautiful wire-wrapped rings using a quick and easy-to-learn method. Keep them for yourself or give them away as tokens. Wire, beads and a limited number of ring mandrels will be provided. Bring your own ring mandrel if you have one. Suitable for ages 12 and up.

Metal Fabrication: Piercing, Sawing, and Filing
Lady Karin Jacobsdotter East 3 hours
Thu Jul 30 9:00 AM - 12:00 A&S 1
Tue Aug 4 1:00 PM - 16:00 A&S 1
Handouts Limit 6 $1.00
Materials Limit 6 $2.00 Saw blades, sand paper, sheet metal

Learn basic metal fabrication techniques using frame saws, drills, and files to make a small brass pendant with pierced holes. Teens ok; younger needs adult present. Bring a junky hammer if you have one.
Adults Only! Teenagers ok, younger needs responsible adult, cut fingers possible.

Period Jewelry You Can Make
Master Cariadoc West 1 hour
Fri Jul 31 1:00 PM - 14:00 A&S 4
Handouts Limit 30

A class on how to make simple period jewelry.

Period Jewelry: A Slide Show
Master Cariadoc West 2 hours
Thu Jul 30 8:00 PM - 22:00 A&S 13

Slides of jewels from museums, ranging from migration period through Renaissance.

MARTIAL CLASSES

Beginner Archery
Lady Maria Donald of Windmasters Hi East 1 hour
Wed Jul 29 11:00 AM - 12:00 Blue Archery Field
Fri Jul 31 11:00 AM - 12:00 Blue Archery Field
Mon Aug 3 11:00 AM - 12:00 Blue Archery Field
Thu Aug 6 11:00 AM - 12:00 Blue Archery Field

Review of basic form in archery to assist newer archers to a higher level of success. Students will need to provide a bow and arrows to shoot, as no loaner gear is available. We will focus primarily on hand bows.

Introduction to Combat Archery
Meister Friderich Swartzwalder Aethelmearc 1 hour Sat Aug 1 4:00 PM - 17:00 A&S 7
Tue Aug 4 4:00 PM - 17:00 A&S 8

Have you ever wanted to be a part of the action on the battlefield, but didn't want to swing a sword? Have you ever wanted to shoot back at that pesky archer who keeps killing you? Give combat archery a try. The class will cover the basics of combat archery, what equipment you need, the rules, and basic tactics.

Mounted Combat: Tips and Tricks
Dame CuMhara of Holyhead Midrealm 1 hour Fri Jul 31 10:00 AM - 11:00 A&S 7

We will trade tips and tricks on how to prepare both you and your faithful steed for SCA mounted combat. Both horsemanship and swordsmanship will be discussed. Do you have questions about armor? Weapons? Calibration? Join us! Bring your helmet if you want to work on tactics. Youth are welcome to attend.

Mounted to Ground Combat
THL Gesa van Wellenstein Aethelmearc 1.5 hours
Thu Jul 30 9:00 AM - 10:30 A&S 6
Sun Aug 2 11:00 AM - 12:30 A&S 7
Handouts Limit 20
Materials Limit 20

During this class, we will emphasize the importance of safety for both riders and ground fighters, including regular equipment checks, effective communication, and clear emergency procedures. We'll cover historical combat techniques that enable horseback riders to engage effectively with ground-based adversaries while maximizing their combat skills based on different fighting manuscripts. We will analyze the methods and strategies employed by ground fighters, including movement patterns, defensive maneuvers, and techniques for countering mounted threats.

Stick to Sword: Rattan Weaponmaking 101
Lord Patrokles Athenaios Aethelmearc 1 hour
Thu Jul 30 1:00 PM - 14:00 A&S 13

This class is designed to turn a rattan stick into a list-legal rattan weapon in under an hour. Show up with a stick, leave with a weapon!

Tai Chi for Beginners
The High Lord Robert atte Northclyfe Midrealm 1 hour
Tue Jul 28 10:00 AM - 11:00 Middle Eastern
Wed Jul 29 10:00 AM - 11:00 Middle Eastern
Thu Jul 30 10:00 AM - 11:00 Middle Eastern
Fri Jul 31 10:00 AM - 11:00 Middle Eastern
Sat Aug 1 10:00 AM - 11:00 Middle Eastern
Sun Aug 2 10:00 AM - 11:00 Middle Eastern
Mon Aug 3 10:00 AM - 11:00 Middle Eastern
Tue Aug 4 10:00 AM - 11:00 Middle Eastern
Wed Aug 5 10:00 AM - 11:00 Middle Eastern
Thu Aug 6 10:00 AM - 11:00 Middle Eastern
Handouts Limit 10 $0.50

Tai Chi is an ancient Chinese "meditation in motion" combining slow, flowing movements, deep breathing, and mindfulness to enhance physical and mental well-being. In this class I will teach the moves one step at a time, teaching new moves each day. For those who have not heard of Tai Chi, I like to refer to it as the line dancing of the martial arts.

MEETINGS

Kabbalat Shabbat
Yehoshua Midrealm 2 hours
Fri Jul 31 8:00 PM - 22:00 Bog U
Handouts Limit 30

This will be an egalitarian (mixed seating) Jewish prayer service called *Kabbalat Shabbat* , which is the traditional prayer service for Friday night for welcoming the *Shabbat* (Sabbath). Booklets in Hebrew, English, and transliterated English will be supplied. There is a small potluck after. Please email Scajewishorganizing@gmail.com or speak to Yehoshua HaLevi (Midnattssol, W18) for details about what can / needs to be brought.

12-Step Meeting
Master Denys the Decadent Aethelmearc 1 hour
Sat Jul 25 4:00 PM - 17:00 Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign
Sun Jul 26 3:00 PM - 16:00 Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign
Mon Jul 27 4:00 PM - 17:00 Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign
Tue Jul 28 4:00 PM - 17:00 Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign
Wed Jul 29 4:00 PM - 17:00 Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign
Thu Jul 30 4:00 PM - 17:00 Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign
Fri Jul 31 4:00 PM - 17:00 Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign
Sat Aug 1 4:00 PM - 17:00 Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign
Sun Aug 2 4:00 PM - 17:00 Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign
Mon Aug 3 4:00 PM - 17:00 Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign
Tue Aug 4 4:00 PM - 17:00 Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign
Wed Aug 5 4:00 PM - 17:00 Denys the Decadent's Camp : EO7 off great Eastern Highway, Look for 12 Steppe Sign

A daily 12-step meeting I hold in my Camp E07 off Great Eastern Highway. Look for the sign. Held at 4:00 PM, **OPEN MEETING .** Holding a meeting here since 1997.

Æthelmearc Clothiers' Guild Meeting
Lady Umbriana Campana Aethelmearc 1 hour
Tue Aug 4 12:00 PM - 13:00 Aethelmearc Common Tent

Æ Clothiers Guild Meeting, Tuesday, 8/4, 12 noon - 1 pm, AE Royal Common Tent (shared).

Æthelmearc Fleur Meeting
Lady Umbriana Campana Aethelmearc 1 hour
Sun Aug 2 11:00 AM - 12:00 Aethelmearc Common Tent

Æ Fleur Meeting, Sunday 8/2, 11 am to 12 pm, Æ Royal common tent

Æthelmearc Gage Meeting
Lady Umbriana Campana Aethelmearc 1 hour
Wed Aug 5 1:00 PM - 14:00 Aethelmaerc Royal Camp

Æ Gage Meeting, Wednesday 8/5, 1 pm to 2 pm, AE Royal Common Tent

Æthelmearc Laurel Meeting
Lady Umbriana Campana Aethelmearc 1 hour
Sat Aug 1 3:00 PM - 16:00 Aethelmaerc Royal Camp

AE Laurel Meeting, Saturday 8/1, 3 pm to 4 pm, Æ Royal Common Tent

Æthelmearc Millrind Meeting
Lady Umbriana Campana Aethelmearc 1 hour
Sat Aug 1 10:00 AM - 11:00 Aethelmaerc Royal Camp

Æ Millrind Meeting, Saturday 8/1, 10 am to 11 am, Æ Royal Common Tent.

Æthelmearc Moneyers Guild Meeting
Lady Umbriana Campana Aethelmearc 2 hours
Wed Jul 29 10:30 AM - 12:30 Aethelmaerc Royal Camp

Æ Moneyers Guild Meeting, Wednesday 7/29, 10:30 am to 12:30 pm, Æ Royal Common Tent.

Æthelmearc Order of Defense Meeting
Lady Umbriana Campana Aethelmearc 1 hour
Thu Aug 6 5:00 PM - 18:00 Aethelmaerc Fire Pit

Æ Order of Defense Meeting, Thursday 8/6, 5 pm to 6 pm, Æ Royal Common Tent

Æthelmearc Order of the Chivalry Meeting
Lady Umbriana Campana Aethelmearc 1 hour
Wed Aug 5 2:00 PM - 15:00 Aethelmaerc Royal Camp

Æ Chivalry Meeting, Wednesday 8/5, 2 pm to 3 pm, Æ Royal Common Tent

Æthelmearc Order of the Mark Meeting
Lady Umbriana Campana Aethelmearc 1 hour
Wed Aug 5 9:00 AM - 10:00 Aethelmaerc Royal Camp

Æ Mark Meeting, Wednesday, 8/5, 9 am - 10 am, Æ Royal Common Tent

Æthelmearc Pelican Meeting
Mistress Arianna of Wynthrope Aethelmearc 1 hour
Sat Aug 1 2:00 PM - 15:00 Aethelmaerc Royal Camp

Order meeting for members of the Order of the Pelican living in Æthelmearc.

Æthelmearc White Scarf meeting (after Stab & Gab)
Lady Umbriana Campana Aethelmearc 2 hours
Sat Aug 1 4:00 PM - 18:00 Aethelmaerc Common Tent

Æ White Scarf Meeting (After stab and gab, please check with AE Hospitality for updates), Saturday 8/1, 4 pm to 6 pm, Æthelmearc Field Tent.

Bog Barter / Swamp Swap
Lavender Faunlevél Atlantia 3 hours
Thu Jul 30 12:00 PM - 15:00 Bog U

In the tradition of Barter Town, the barter spirit comes to Bog U for those of us who always want to make it up top to barter but never seem to get the chance! Rain or shine, come join us at the Bog U tent to find new homes for cherished items, discover new treasures, and gift or trade crafted goods while sharing good times. Please note that there is no exchange of money. Only bartering, swaps, and gifting. Hope to see you there!

Book Lovers' Tea
Baroness Gwenllyen the Minstrel Midrealm 2 hours
Wed Aug 5 3:00 PM - 17:00 A&S 7

Please bring your favorite book(s) to discuss. Books with medieval themes and topics are encouraged but not required. Bring paper and pencil to jot down new authors to check out. Iced tea, water, and treats will be provided.

Known World Equestrian Meeting
Lady Umbriana Campana Aethelmearc 1 hour
Mon Aug 3 3:00 PM - 16:00 Aethelmaerc Royal Camp

Name of the event: Known World Equestrian Meeting, Monday 8/3, 3 pm to 4 pm, Æ Royal Common Tent and Open Area.

Known World Foresters' Guild Demo
Loremother Alfrun ketta Aethelmearc 3 hours
Sun Aug 2 1:00 PM - 16:00 A&S 4

Various Kingdoms in the SCA have Foresters Guilds. These are vibrant communities dedicated to exploring and practicing historical wilderness skills. The Guilds offer a unique blend of historical reenactment, research into wild spaces and living outdoor adventures. It's a haven for those who relish the idea of stepping back into the boots of a medieval forester (or other historical persona) and engaging in activities that range from primitive fire-starting to foraging to bushcraft to garbed hiking to period-accurate camping. Please come out and meet us, see display and demos of what we do as well as getting information to join one of the Guilds (or to start your own should your Kingdom not have one).

Known World Players Company Meeting
Perronnelle de Croy East 1 hour
Wed Jul 29 2:00 PM - 15:00 A&S 9

All members of the KWP are welcome to attend the company meeting where we discuss upcoming shows, available positions among the housekeepers, finances, and needs for the KWP.

PTSD and the SCA
Countess Wu Yun No Kingdom 2 hours
Thu Jul 30 10:00 AM - 12:00 Downtown Campus

How does our past traumatic experience, both inside and outside the SCA, affect us and the people around us while we participate? Sir Kita Jiru Toramassa is a social worker and licensed clinical therapist and Countess Wu Yun has been diagnosed with Complext Post Traumatic Stress Disorder due to experiences before and during her time in the SCA. Perhaps you have questions about how to explain the SCA to your therapist? Or you have trouble articulating how experience outside affects your participation? Maybe you want to attend but can't because you are busy or you aren't at the war. Don't worry, we have a form for that. Please note that your information and participation in the discussion will not be shared with anyone. Please use this link to ask your question ahead of time. https://forms.gle/HzoQ8Qeyc52eEJcZ7

Adults Only! sensitive topics

Recovery Meetings for All "Ladies"
Recovery Meets Gráinne inghean Uí Néill East 1 hour
Wed Aug 5 6:00 PM - 19:00 Downtown Campus

12-step recovery meetings for anyone who is on the path in recovery. We welcome all recovery groups, our only requirements is that they be ladies and those who identify as ladies.

Adults Only! Recovery meeting may have adult overtones

Revolution
Vinny No Kingdom 1 hour
Wed Aug 5 3:00 PM - 16:00 Bog U

The bog is low on both elevation and rank, we cannot raise up the land, but we can raise up our people. Perhaps it's time.

METALWORKING

Basic Blacksmithing
tHL Brandr Aronsson East 1 hour
Wed Jul 29 11:30 AM - 12:30 Brandr Forge booth 75
Wed Aug 5 11:30 AM - 12:30 Brandr Forge booth 75

Come and learn how to bend steel to your will. Learn the basics of blacksmithing from East Kingdom Blacksmiths Guild member Lord Styrr Magnuson. There will be some hands-on hammering if time allows.

Beginning Blacksmithing
OL Danr Ketilsmiðr Northshield 2.5 hours
Tue Jul 28 1:00 PM - 15:30 Irontree Works, Merchant Area, booth 169
Thu Jul 30 1:00 PM - 15:30 Irontree Works, Merchant Area, booth 169
Tue Aug 4 1:00 PM - 15:30 Irontree Works, Merchant Area, booth 169
Handouts Limit 10 $1.00
Materials Limit 4 $10.00 $5 fuel cost, $5 metal cost: Students will pay for the steel and fuel used in making their item.

The class will focus on four of the basic skills of blacksmithing: pointing, drawing, bending, and scrolling. Students will have a choice of making a steel striker or a fancy s-hook. Steel will be provided.

Students should wear clothing of natural fibers, with shoes that completely cover the feet. Wear clothes that can get dirty/damaged. Safety glasses, hearing protection, and aprons will be provided as safety equipment. A maximum of 4 students may smith at a time. Students who arrive late may attend a different class later in the event.

Adults Only! This class uses fire and injuries are possible. Though under 14-18 year old students are allowed to attend the class, they must be accompanied by an adult guardian.

Chainmail Basics - Chainmail Dice Bag
Alexandra Dubs No Kingdom 2 hours
Fri Jul 31 1:00 PM - 15:00 RPG Maille
Materials Limit 2 $35.00 Materials fee is for the cost of a chainmail dice bag kit on my booth. The class is no additional cost on the kit.

In this class, you will get the materials for a 3-set European 4-in-1 dice bag and we will walk through making it. This is a beginner project. European 4-in-1 is very versatile and can be used for many projects. You can keep all materials and tools received during this class, and will receive access to a written tutorial. I am always available at my booth (135) outside of class hours to assist or answer questions. Class is a max of 15 people and is on a first-come, first-serve basis.

Chainmail Basics - Linear Scale Belt
Alexandra Dubs No Kingdom 2 hours
Fri Aug 7 1:00 PM - 15:00 RPG Maille
Materials Limit 2 $110.00 Materials fee is for the cost of a scale belt kit on my booth. The class is no additional cost on the kit.

In this class, you will get the materials for a 5ft long linear scale belt and we will walk through making it. This is a beginner project. Linear scale is very versatile and can be used for many projects. You can keep all materials and tools received during this class, and will receive access to a written tutorial. I am always available at my booth (135) outside of class hours to assist or answer questions. Class is a max of 15 people and is on a first-come, first-serve basis.

Chainmail Basics - Linear Scale Bracelet
Alexandra Dubs No Kingdom 2 hours
Wed Jul 29 1:00 PM - 15:00 RPG Maille
Mon Aug 3 1:00 PM - 15:00 RPG Maille
Materials Limit 2 $40.00 Materials fee is for the cost of a scale bracelet kit on my booth. The class is no additional cost on the kit.

In this class, you will get the materials for a 9-inch linear scale bracelet and we will walk through making it. This is a beginner project. Linear scale is very versatile and can be used for many projects. You can keep all materials and tools received during this class. I am always available at my booth (135) outside of class hours to assist or answer questions. Class is a max of 15 people and is on a first come, first serve basis.

Chainmail Basics - Scalemail Pauldrons
Alexandra Dubs No Kingdom 4 hours
Wed Aug 5 1:00 PM - 17:00 RPG Maille
Materials Limit 2 $200.00 Materials fee is for the cost of a scale belt kit on my booth. The class is no additional cost on the kit.

In this class, you will get the materials for a pair of scalemail pauldrons with a neck piece and we will walk through making them. This is a intermediate project. Sheet scalemail is slightly more complicated than linear scalemail. Sheet scalemail is very versatile and can be used for many projects. You can keep all materials and tools received during this class, and will receive access to a written tutorial. I am always available at my booth (135) outside of class hours to assist or answer questions. Class is a max of 10 people and is on a first-come, first-serve basis.

East Kingdom Blacksmiths Guild Annual Roundtable
tHL Brandr Aronsson East 1 hour
Wed Aug 5 3:00 PM - 16:00 A&S 13

Bring your work, bring your half finished projects and we will discuss and help you with your project.

Fused Copper Chain
THL Pagane Atlantia 2 hours
Wed Aug 5 2:00 PM - 16:00 EPA&S 2, E23 block
Handouts Limit 5
Materials Limit 5

Students will learn to fuse copper links to make a loop-in-loop chain.

Limited to 5 due to the number of available torches. Instructor will provide tools and supplies. If you have safety glasses, you may want to bring those. Students will have a hands-on experience learning to fuse copper links without solder. This involves the use of a small propane torch.

Adults Only! Involves the use of propane torches and high temperature metals.

Mandrels and Bobkins
Master Solvarr Atlantia 2 hours
Mon Aug 3 10:00 AM - 12:00 Rabenwald Metalsmything Forge - merchant booth 118

This will be a forging of, and discussion of forging of historical arrow points and bead mandrels.

Viking/Anglo-Saxon Metal Stamping &/or Tool Making
Meistari Haraldr Bassi Ansteorra 6 hours
Mon Jul 27 9:30 AM - 15:30 Ansteorra Royal - Haraldr's Workshop 2
Tue Jul 28 9:30 AM - 15:30 Ansteorra Royal - Haraldr's Workshop 2
Wed Jul 29 9:30 AM - 15:30 Ansteorra Royal - Haraldr's Workshop 2
Thu Jul 30 9:30 AM - 15:30 Ansteorra Royal - Haraldr's Workshop 2
Mon Aug 3 9:30 AM - 15:30 Ansteorra Royal - Haraldr's Workshop 2
Tue Aug 4 9:30 AM - 15:30 Ansteorra Royal - Haraldr's Workshop 2
Wed Aug 5 9:30 AM - 15:30 Ansteorra Royal - Haraldr's Workshop 2
Materials Limit 20 $2.00 Arm bands - $2 to $4 tools - $5 to $20 (depending on size or type of materials) Students can make a Viking arm band ($2-4), Anglo-Saxon annular brooches ($5) and/or their own stamp tools ($5-30), using stamping techniques. Expect 4 hours to make a tool, 1+ hour to make a stamping project. Tools are limited. Students may come and go as needed to work around other commitments and may come back during other sessions if needed. At 10, noon and 2pm we will discuss and focus on one of the three subjects as dictated by majority of students at that time.

NEEDLEWORK & LACE

Beginning Netting
Mistress Camilla de la Reynarde Midrealm 1.5 hours Fri Jul 31 12:00 PM - 13:30 A&S 6
Handouts Limit 15 $2.00
Materials Limit 15 $5.00 The material fee covers the cost of the prewound netting shuttle, the gauge stick, and the base rod.

Create that final piece of 14th-century bling: a netted hairnet. I'll teach how to cast on a circular net, use a gauge stick, and tie the netting knot. Netting can be scaled down to make hairnets of silk, or scaled up to make fish nets or tote bags using a sheet bend knot.

Beginning Tatting
Mistress Camilla de la Reynarde Midrealm 2 hours
Tue Aug 4 9:00 AM - 11:00 A&S 6
Handouts Limit 20 $3.00
Materials Limit 20 $2.00 I provide prewound shuttles and a handout with directions and projects.

Tatting is a type of lacemaking. Supplies can be found at most craft stores. Learn a craft that fits in a Ziploc bag, and can be done in the car or at court! Focus is on learning how to make both parts of the double stitch flip every time, forming the double stitch and making a ring of double stitches. If no one teaches tatting in your home area, here's your opportunity to learn. Students from previous years are always welcome to stop by for a refresher.

Lacemakers' Social
Magnifica Allegra Ginevra Soave Midrealm 1 hour
Tue Aug 4 2:00 PM - 15:00 A&S 8

Welcoming all lacemakers and narrowwares artisans, as well as those interesting in learning to make lace. Come spend time in company with other lacemakers, and bring your projects, tools, and resources to work on, show off, and share!

NEWCOMERS

A Newcomer's Tour of Pennsic
THL Jolicia atte Northclyfe Midrealm 1 hour
Wed Jul 29 9:00 AM - 10:00 University Point
Handouts Limit 10 $1.00

Don't know your way around Pennsic? This informative walking tour will take Pennsic newcomers to important landmarks such as the Performing Arts Tent, Cooper's Store, the Great Hall, Lost and Found, Herald's Point, and other locations. We will be walking or standing for the entire hour. People using motorized scooters or other assistive devices are welcome.

Newcomers Pennsic 101
Lady Cillene O Caollaidhe East 1 hour
Sat Aug 1 2:00 PM - 15:00 Downtown Campus
Sun Aug 2 1:00 PM - 14:00 Downtown Campus
Mon Aug 3 11:00 AM - 12:00 Downtown Campus
Tue Aug 4 2:00 PM - 15:00 Downtown Campus

I hope you all are as excited about Pennsic 53 as I am! Pennsic is the largest event in the SCA, with a lot of different sights, sounds, and activities. As a new person, Pennsic can be a bit overwhelming and can certainly raise a lot of questions. During this hour I will go over some basic information to assist in making your Pennsic as enjoyable as possible. Questions are encouraged and welcome. If you wish, go to Information Point (big white tent by the Coopers' Store), and buy a Pennsic Book for $5. It contains an abundance of information that we can go over to assist in making your Pennsic more enjoyable. If not, everything is online and I'll have my book available. Please bring your own drinks and snacks and questions.

OTHER

Æthelmearc Opening Ceremonies Procession Line-up
Lady Umbriana Campana Aethelmearc 2 hours
Sat Aug 1 4:00 PM - 18:00 Aethelmaerc Royal Camp
Æ Opening Ceremonies Procession Line-up, Saturday 8/1, 4 pm until opening at 6 pm, Æ Royal Common Open Area.

Æthelmearc Royal Camp Closed to the Public
Lady Umbriana Campana Aethelmearc 4 hours
Tue Aug 4 3:30 PM - 19:30 Aethelmaerc Royal Camp
Æthelmearc Royal Camp closed to the public, Tuesday, 8/4, 3:30 pm to 8 pm, AE Royal all common Areas.

Æthelmearc Scribal Tent Early Cleanup
Lady Umbriana Campana Aethelmearc 2 hours
Thu Aug 6 6:00 PM - 20:00 Æthelmearc 1
Æ Scribal Tent early cleanup, Thursday 8/6, 6 pm until O dark 30, Æ Royal scribe 1 and scribe 2.

East Kingdom Royal Pack Down
EK Steward Speedbump East 3 hours
Fri Aug 7 1:00 PM - 16:00 East Kingdom Royal Hall
Come meet other Easterners and help take down the common space for the East Kingdom. All help is useful even if you can't be there the entire time. Rain date will be a day early on Thursday at 1 pm.

East Kingdom Royal Set-up
EK Steward Speedbump East 3 hours
Tue Jul 28 10:00 AM - 13:00 East Kingdom Royal Hall
Setting up the East Kingdom Royal camp. Come meet people from other parts of the kingdom as we create a common space for the entire kingdom. Gloves and/or a mallet can be useful for the sheet wall and gate tent crews. Even if you can't get there at the start, we can still use your help.

Private Event at Touch the Earth
Master Donovan the Drummer Outlands 3 hours
Tue Aug 4 1:00 PM - 16:00 Touch the Earth
Private event at Touch the Earth.

PARENT/CHILD: CRAFTS

***Mancala* Game Make and Take**
Point No Kingdom 1 hour
Thu Jul 30 11:00 AM - 12:00 Family Point
Fri Jul 31 3:00 PM - 16:00 Family Point

Learn about the ancient African game of *mancala* , and make your own game bag with fabric paint or fabric markers.

Æthelmearc Day
Point No Kingdom 1 hour
Mon Aug 3 9:00 AM - 10:00 Family Point
Mon Aug 3 10:00 AM - 11:00 Family Point
Mon Aug 3 11:00 AM - 12:00 Family Point
Mon Aug 3 1:00 PM - 14:00 Family Point

Join the Kingdom of Æthelmearc for a day of fun activities. Specific activities and times will be announced.

Carving Viking Runestones
Point No Kingdom 1 hour
Tue Jul 28 1:00 PM - 14:00 Family Point
Sat Aug 1 1:00 PM - 14:00 Family Point

Use clay to carve a Viking runestone with a simple design or your name in runes.

Catapult Activity
Lady Ingridr Fridriksdottir Aethelmearc 1 hour
Fri Jul 31 2:00 PM - 15:00 Family Point
Mon Aug 3 2:00 PM - 15:00 Family Point
Handouts Limit 10

Make and take: we will be using popsicle sticks and tape to make our own catapults. There will be mini marshmallows to use for ammo.

Cave Artisans Worldwide
Philippi Midrealm 1 hour
Fri Jul 31 11:00 AM - 12:00 Family Point
Sat Aug 1 11:00 AM - 12:00 Family Point

Cave art crosses many cultures and time periods, giving archeologist a better understanding of the society and behaviors of our ancestors. Simplified for the kids. Spend the first class learning about five cave art sites, then kids will make their own cave art, location and culture of their choice, using on site supplies from cardboard boxes for dioramas, rocks, clay, and plant pigments for painting. During the second class, kids will have the chance to finish up any final details in their cave art projects, presenting their projects to the class, then unofficial scorers will give fun comments on the projects and hand out prizes to participants.

Coloring Marginalia/Illuminations
Lady Ingridr Fridriksdottir Aethelmearc 1 hour
Thu Jul 30 1:00 PM - 14:00 Family Point
Sun Aug 2 2:00 PM - 15:00 Family Point

Spend an hour coloring some period marginalia and illuminated letters, along with other period-inspired illustrations.

EK Day
Point No Kingdom 1 hour
Thu Aug 6 9:00 AM - 10:00 Family Point
Thu Aug 6 11:00 AM - 12:00 Family Point
Thu Aug 6 2:00 PM - 15:00 Family Point
Thu Aug 6 3:00 PM - 16:00 Family Point

Join the Kingdom of the East for a day of fun. Specific activities and times will be announced.

Family Point Craft - TBA
Point No Kingdom 1 hour
Wed Jul 29 2:00 PM - 15:00 Family Point
Wed Jul 29 3:00 PM - 16:00 Family Point
Fri Jul 31 9:00 AM - 10:00 Family Point
Sun Aug 2 11:00 AM - 12:00 Family Point
Sun Aug 2 1:00 PM - 14:00 Family Point

Join us for a fun craft aimed at 3-9 year olds. Check the schedule at Family Point for specific crafts.

Medieval Game Make and Take
Point No Kingdom 1 hour
Fri Jul 31 10:00 AM - 11:00 Family Point
Sun Aug 2 9:00 AM - 10:00 Family Point

Learn about some medieval games. Then, create your own fabric game board and pieces to keep.

Midrealm Day
Point No Kingdom 1 hour
Tue Aug 4 9:00 AM - 10:00 Family Point
Tue Aug 4 10:00 AM - 11:00 Family Point
Tue Aug 4 11:00 AM - 12:00 Family Point
Tue Aug 4 1:00 PM - 14:00 Family Point
Tue Aug 4 2:00 PM - 15:00 Family Point
Tue Aug 4 3:00 PM - 16:00 Family Point

Join the Kingdom of the Middle for a day of fun activities. Specific activities and times will be announced.

Painting Scrolls for Kids and Toddlers
Point No Kingdom 1.5 hours
Wed Jul 29 10:30 AM - 12:00 Family Point
Sat Aug 1 2:00 PM - 15:30 Family Point

We have scroll blanks and age-appropriate paints. You have a 2-6-year-old or a 7-10-year-old. Let's combine them, and everyone will win!

Preschool Playgroup
Point No Kingdom 2 hours
Wed Jul 29 11:00 AM - 13:00 Family Lounge
Fri Jul 31 11:00 AM - 13:00 Family Lounge
Sat Aug 1 11:00 AM - 13:00 Family Lounge
Mon Aug 3 11:00 AM - 13:00 Family Lounge
Thu Aug 6 11:00 AM - 13:00 Family Lounge

Let our preschoolers (3-5) tire each other out while the parents/guardians make friends! Unstructured meet-up in the new Family Point Lounge/Courtyard.

Quiet Lunchtime Crafting
Point No Kingdom 1 hour
Wed Jul 29 12:00 PM - 13:00 Youth University
Wed Jul 29 12:00 PM - 13:00 Family Point
Thu Jul 30 12:00 PM - 13:00 Family Point
Thu Jul 30 12:00 PM - 13:00 Youth University
Fri Jul 31 12:00 PM - 13:00 Family Point
Fri Jul 31 12:00 PM - 13:00 Youth University
Sat Aug 1 12:00 PM - 13:00 Youth University
Sat Aug 1 12:00 PM - 13:00 Family Point
Sun Aug 2 12:00 PM - 13:00 Family Point
Mon Aug 3 12:00 PM - 13:00 Family Point
Mon Aug 3 12:00 PM - 13:00 Youth University
Tue Aug 4 12:00 PM - 13:00 Youth University
Tue Aug 4 12:00 PM - 13:00 Family Point
Thu Aug 6 12:00 PM - 13:00 Family Point
Thu Aug 6 12:00 PM - 13:00 Youth University

No formal class scheduled. Tent open for finishing up crafts, coloring, and other quiet activities.

Roman Mosaics
Point No Kingdom 1 hour
Sun Aug 2 10:00 AM - 11:00 Family Point
Thu Aug 6 10:00 AM - 11:00 Family Point

Learn about Roman mosaics and create a small mosaic out of plastic jewels. Suggested ages 3-8.

Viking Bling!
Point No Kingdom 2 hours
Tue Jul 28 2:00 PM - 16:00 Family Point
Sat Aug 1 9:00 AM - 11:00 Family Point

Create beaded viking necklaces, bracelets or apron dress swag, and create brooches or pins to go with them.

Welcome to War Craft Time
Point No Kingdom 3 hours
Tue Jul 28 9:00 AM - 12:00 Family Point

Family Point is open for a variety of crafts in our first session of War! Decorate your medallion, string some beads, and meet new friends.

YouthU Viking Bling
Point No Kingdom 2 hours
Tue Jul 28 2:00 PM - 16:00 Youth University

Creating Viking necklaces and/or apron dress swag.

YouthU Weaving
Point No Kingdom 1 hour
Fri Jul 31 1:00 PM - 14:00 Youth University

Weave a simple bookmark or bracelet.

PARENT/CHILD: FIBER ARTS

Fiber Dying with Tea
Lady Ingridr Fridriksdottir Aethelmearc 1 hour
Thu Jul 30 2:00 PM - 15:00 Family Point
Handouts Limit 12
Materials Limit 12

Kids will use a mason jar, aluminum, and hot water to dye yarn with different types of tea. This process will take a up to 3 to 5 days so the kids will be taking the jars with them when they leave.

Fingerloop Braiding
Meisterin Rosina von Schaffhausen East 1 hour
Tue Jul 28 1:00 PM - 14:00 Youth University
Materials Limit 12 $2.00 handout photocopy price and string for your braid

Fingerloop braiding is a method used in period to make clothing laces, trim, the edges of hairnets, and the seal tags on documents. You can also use it as a friendship bracelet! It only requires your hands, string, and something to tie the string to in order to make a variety of pretty cords. We even have a number of manuals written in period with directions on how to make the cords.
In this class you will make a braid called the lace bend round. This class is for ages 10 and up on their own, and ages 8 and up with an adult to assist them.

Paper making
Lady Ingridr Fridriksdottir Aethelmearc 1 hour
Sun Aug 2 3:00 PM - 16:00 Family Point
Mon Aug 3 3:00 PM - 16:00 Family Point

We will use linen pulp to make our own paper. I will have dried flowers and leaves the can be pressed into the paper.

YouthU: Sewing Stuffies
Point No Kingdom 2 hours
Thu Jul 30 9:00 AM - 11:00 Youth University

Students 10+ will sew a simple stuffed toy, with optional embroidery. Simultaneous class in Family Point for those needing more support.

PARENT/CHILD: OTHER

Æthelmearc Kids' Party
Lady Umbriana Campana Aethelmearc 2 hours
Mon Aug 3 5:00 PM - 19:00 Aethelmaerc Royal Camp

Æthelmearc Kids' Party, Monday 8/3, 5 pm - 7 pm, Æ Royal

Children's Water Battle
Mistress Gwynnyd of York Midrealm 1 hour
Wed Aug 5 2:00 PM - 15:00 Fort

Assault the Fort! The Children's Water Battle is open to children 6 - 12. Bring your own water weapons (squirt guns, water balloons, etc. No catapults; they hurt!) Dress for mess and mud. Water and some balloons provided. Each participant must be in the charge of a responsible adult. Treasure provided to each participant. Extra marshals are always wanted; marshals do not necessarily get wet.

Children's Water Battle: Clean-Up
Mistress Gwynnyd of York Midrealm 1 hour
Wed Aug 5 3:00 PM - 16:00 Fort

After the battle, the clean-up begins. Adult or older teen assistance always welcome.

Children's Water Battle: Set-Up
Mistress Gwynnyd of York Midrealm 2 hours
Wed Aug 5 12:00 PM - 14:00 Fort

Two-hour set-up time for the Water Battle. Adult and older teen assistance is always welcome. Kids, **Don't show up yet.**

Family Point Closed
Point No Kingdom 6 hours
Wed Aug 5 9:00 AM - 15:00 Family Point

Family Point is **closed today!** Please enjoy the **Fête** and water battle.

Family Point Closed
Point No Kingdom 6 hours
Wed Aug 5 9:00 AM - 15:00 Family Point Courtyard

Family Point is **closed today!** Please enjoy the *Fête* and water battle.

Family Point Takedown
Point No Kingdom 3 hours
Fri Aug 7 9:00 AM - 12:00 Family Point

Enjoy family activities this year? Please help support us by joining us for cleanup/takedown. There will be available jobs for all ages and abilities.

Family Point Volunteer Interest Session
Point No Kingdom 1 hour
Tue Jul 28 11:00 AM - 12:00 Family Lounge

Learn about the different deputy positions and volunteer opportunities at Family Point.

Kid Garb Swap Meet
Point No Kingdom 1 hour
Thu Jul 30 1:00 PM - 14:00 Family Lounge
Sun Aug 2 9:00 AM - 10:00 Family Lounge

Kids grow too fast! Come to Family Point to donate or swap your kids' old garb and end up with new garb that fits. All items must leave at end.

Stained Glass Bookmarks
Point No Kingdom 1 hour
Thu Jul 30 3:00 PM - 16:00 Family Point

Learn about stained glass and decorate an acrylic bookmark to keep.

Super Simple Sewing: Stuffies
Point No Kingdom 2 hours
Thu Jul 30 9:00 AM - 11:00 Family Point

Students will use plastic needles to sew pre-punched templates. We will also have some lacing boards out for our littlest sewists. Simultaneous class in YouthU for older youth.

Super Simple Weaving
Point No Kingdom 1 hour
Fri Jul 31 1:00 PM - 14:00 Family Point

Learn to weave with a simple felt craft.

Toddler Playgroup
Point No Kingdom 2 hours
Wed Jul 29 9:00 AM - 11:00 Family Lounge
Fri Jul 31 9:00 AM - 11:00 Family Lounge
Sat Aug 1 9:00 AM - 11:00 Family Lounge
Mon Aug 3 9:00 AM - 11:00 Family Lounge
Thu Aug 6 9:00 AM - 11:00 Family Lounge

Let our toddlers (under 3) tire each other out while the parents/guardians make friends! Unstructured meet-up in the new Family Point Lounge/Courtyard.

We Are Santa's Elves
Lady Amber Surrey East 1 hour
Sun Aug 2 9:00 AM - 10:00 A&S 3
Wed Aug 5 9:00 AM - 10:00 A&S 3

Since ancient times, people around the world have told folk tales of mysterious little beings who protect nature, play games and perform wondrous feats of magic overnight while humans sleep. That's us. We are Santa's elves. Come learn about elf-like beings from a dozen diverse countries who connect children's own cultural heritage with Santa's magical world at the North Pole.

PARENT/TEEN

Sashiko for Teens
Lady Kitsuko Tsukino Midrealm 1 hour
Sun Aug 2 11:00 AM - 12:00 Teen University
Handouts Limit 10

Learn the art of Sashiko, a Japanese art used to decorate or repair fabric objects with nothing but thread and needle. Have garb you want to personalize? This is the perfect class to teach you a historically accurate way to do it.

TEA 101 for Teens: "Tasty History of Tea"
Lady Kitsuko Tsukino Midrealm 2 hours
Tue Aug 4 9:00 AM - 11:00 Teen University
Handouts Limit 10
Materials Limit 20 $5.00 12 different kinds of tea, water

Tea 101 is a basic tea history: pre-1600s forward, along with a chance to try 12 different kinds of tea and learn the science behind brewing tea. Please bring your own cup for the tasting, but no metal cups without insulation to protect your hand from the heat of the tea.

Teen Lounge
Point No Kingdom 3 hours
Fri Jul 31 7:00 PM - 22:00 Teen Lounge

Age 13-17. Join us at Family Point for a low-key hangout with other teens at Pennsic. No specific theme tonight.

Teen Lounge
Point No Kingdom 3 hours
Sun Aug 2 7:00 PM - 22:00 Teen Lounge

Age 13-17. Join us at Family Point for a low-key hangout with other teens at Pennsic. No specific theme tonight.

Teen Lounge
Point No Kingdom 3 hours
Tue Aug 4 7:00 PM - 22:00 Teen Lounge
Age 13-17. Join us at Family Point for a low-key hangout with other teens at Pennsic. No specific theme tonight.

Teen Lounge: Bardic Circle
Point No Kingdom 3 hours
Thu Jul 30 7:00 PM - 22:00 Teen Lounge
AKA Talent Show! Share your favorite song, dance, stories, and skills with everyone! **(Ages 13-17)**

Teen Lounge: Game Night
Point No Kingdom 3 hours
Mon Aug 3 7:00 PM - 22:00 Teen Lounge
Age 13-17. Bring your favorite board or RPG game. We'll have space, some board/card games, and a few RPGS running.

Teen Lounge: LGBTQ+ Teen Night
Point No Kingdom 3 hours
Sat Aug 1 7:00 PM - 22:00 Teen Lounge
Join us for an LGBTQ+ focused night for food and entertainment. This night is lightly supervised by background-checked adult allies. As always, no bullying or harassment will be tolerated. Curfew rules still are in play and teens won't be stopped from leaving. **(Ages 13-20, strictly enforced.)**

Teen Lounge: Welcome To War Meet-n-Greet
Point No Kingdom 3 hours
Wed Jul 29 7:00 PM - 22:00 Teen Lounge
Age 13-17. Join us at Family Point for a chance to meet other teens and tweens at Pennsic.

PARTY

60 Years of SCA!
Mistress Ekaterina Kirkovna Outlands 6 hours Tue Aug 4 6:00 PM - 00:00 Fort
Come one, come all to celebrate the Society making 60 years! Challenge Board Directors to a Hot Ones Challenge and listen to amazing musicians! Other games and shenanigans shall occur for the celebrations!

Æthelmearc Party
Lady Umbriana Campana Aethelmearc 2 hours
Mon Aug 3 8:00 PM - 22:00 Aethelmaerc Royal Camp
Æthelmearc Party, Monday, 8/3, 8 pm - 10 pm, Æ Royal (all areas but populace and scribal tents).

Annual Rose / Consort Happy Hour
Duchess Kallista Morgunova Aethelmearc 2 hours
Wed Aug 5 4:00 PM - 18:00 Aethelmaerc Royal Camp
All Royal Consorts past and seated that reigned over kingdoms or principalities are invited to Æthelmearc Royal encampment on Middle Wednesday, August 5th, from 4pm to 6pm for beverages alcoholic and non-alcoholic, and light refreshments. Come see old friends and make new ones.

Calontir Party
Royal Liaison Duchess Siobhan No Kingdom 4 hours
Thu Aug 6 8:00 PM - 00:00 Calontir Royal
Calontir Party - Thursday, August 6th , 2026 - 8 pm - Midnight - Calontir Royal Camp. (N05)

Clan Blue Feather Encampment Party
Baron Joshua MacDonald the Imperfekt Atlantia 4 hours
Thu Aug 6 8:00 PM - 00:00 Clan Blue Feather E12
Our annual open encampment party. Clan Blue Feather is the SCA's LGBTQ+ community, both queer members and our allies. We'll have booze, snacks, and entertainment; you bring yourselves and have a good time! **Age 21+ only. Adults Only! Alcohol will be served**

Crow Party!
Lady Sabela Griogalach Midrealm 1.5 hours
Wed Aug 5 3:30 PM - 17:00 Great Hall
Inspired by a love of crows and shiny things, lords and ladies of all ages may come together and exchange their shiniest and sparkliest crow-worthy gifts! Dress in period black as best you can, and gather with others to mix and mingle and swap silvery goodies!
No set number of attendees, and there are zero guarantees for shinies. This is just a fun opportunity to dress up, go out, and socialize in a low-stakes environment and gift/swap sparklies as you see fit!

Knowne Worlde Courtesans' Social - CCt
Baronessa Ginevra Fiammetta di Silvestri Atlantia 2 hours
Thu Aug 6 3:00 PM - 17:00 Courtesan College - B03
Come join us for food, wine, and pleasurable company! Open to those with courtesan personas, patrons, Tullians, and those just interested in courtesan studies. **Age 18+ due to the nature of topics discussed.**
Please note: Courtesan Camp is a nudity friendly space.
Adults Only! Adults Only Party

Lord Ramirez's "Unofficial" Cigar Social
Lord Anibal Ramirez Atlantia 3 hours
Sat Aug 1 3:00 PM - 18:00 Runestone
Lord Ramirez's official "Unofficial" Pennsic Cigar Social will be held Saturday, Aug 1st, from 3-6 pm in Runestone Park. For the cigar aficionados amongst us, bring your cigars, a chair, and a drink, and meet your fellow attendees at Pennsic in friendship and fellowship, learn about different groups attending, share War stories, and generally be excellent to one another. I hope I will see you there. **Age 21+.**
Adults Only! Tobacco and alcohol use.

Meridian Hafla
Duchess Yasamin al-Hadiyya Meridies 3 hours Tue Aug 4 9:00 PM - 00:00 Meridies Royal
Their Majesties Meridies invite you to an evening of delight! Join us for the finest in middle eastern music and dance, merriment and movement. All ages welcome; drinkers of alcohol need to present ID, filming/photos with subject permission only.

Midrealm Newcomers' Party
Royal Liaison Duchess Siobhan No Kingdom 2 hours
Mon Aug 3 7:00 PM - 21:00 Midrealm Royal
Midrealm invites all newcomers to Midrealm Royal on Monday Aug 3rd from 7:00 pm - 9:00 pm. This party is geared towards welcoming people new to our Society and those who wish to learn more and connect with others.

Roman Bacchanal - CCt
Baronessa Ginevra Fiammetta di Silvestri Atlantia 2.5 hours
Mon Aug 3 9:00 PM - 23:30 Courtesan College - B03
The Festival of Floralia is upon us! The Knowne World Courtesans call you to a celebration of all things Roman in the Knowne World! To gain entry, dress to impress in your finest first-century Roman garb. We will delight your senses with amphorae of wine, delicacies fit for the emperor, contests of strength, beauties abundant, and bounteous sensory delights. All in celebration of summer! 9 pm to 2 am! **Age 18+. ID required.**
Requirements:
- **18+ (no entry without your physical ID!)**
- Early Imperial Roman dress (no pants, no Celtic garb, no plaid, no Minoan, no glowing accessories or other intrusive modernity – thank you for helping us create a transportive atmosphere!)
- a coin (free!). There are only 400 available so get them while they last!
- absolutely no phone or camera use permitted inside the camp. We will however have a designated photo area outside.
- no smoking or vaping inside the camp.
- Don't forget your mug!

Once again Medieval Medallions has crafted gorgeous reproduction brothel coins for our guests. Join us at *5pm on Sunday, August 2nd* , at the gate to Courtesan Camp (block B03) to claim yours. Look for the red and gold tent with the red and gold hart pennants flying above. We will hand out one coin per adult in the queue. Please plan accordingly and send a representative for yourself if necessary. Out of respect for your fellow Scadians, please do not “hold” spots in line for latecomers. **Coins are available on a first-come, first-served basis.**
POTENTIAL VOLUNTEERS- Want a guaranteed entrance into the Bacchanal for you and a friend? Help us make the magic! We need people for all kinds of jobs related to the Bacchanal, Courtesan College, and camp set-up and tear-down. Please message @Ziek on Discord with your SCA name and your desire to join the Bacchanal’s Volunteer Discord Server. Each volunteer will receive 2 tokens, 1 for you and one for a guest. Volunteers for the Bacchanal specifically **must** attend the meeting on Sunday 5pm, to get your tokens.
Coins will be collected at the gate and replaced with a marked wristband. The opportunity to purchase a coin to retain as a keepsake will be available starting *Tuesday, August 4th* , at Courtesan Camp for $10 apiece. This is to help us recoup some of the costs of the party and ensure that we’re able to continue to host it each year!
For more information about requirements, donations, and more, visit https://knowneworldcourtesans.org/pennsic-bacchanal-2026!
Adults Only! Adults Only Party

PERFORMANCE: BARDIC

Surreptitious Whiskey
Honorable Lord Dai Gerdwr Midrealm 1 hour
Tue Aug 4 7:00 PM - 20:00 Performing Arts
Dai Gerdwr, Líadan Liathán, Tonis van Driele, and Lucia Elena Braganza make up *Surreptitious Whiskey*. Join us for songs of drink, laughter, love, adventure, and revenge!

“The New Sultan”
Her Ladyship Hayali Aya bint Roxanna An Tir 0.5 hour
Sun Aug 2 5:30 PM - 18:00 Performing Arts
Mon Aug 3 5:30 PM - 18:00 Performing Arts
Thu Aug 6 5:30 PM - 18:00 Performing Arts
Join the Bard of An Tir for a comedic shadow puppet performance in her championship-winning series, “The New Sultan.”

14th Annual Depressing Song Competition
Honorable Lady Elizabeth de Spaldyng Atlantia 1 hour
Mon Aug 3 1:00 PM - 14:00 Performing Arts
This competition will highlight performers who sing sad, depressing songs. Present your most depressing song in this performance competition. Prizes for 1st, 2nd, and 3rd place. Sign up at Camelot Treasures merchant booth. Performances can be *a cappella* or accompanied by instruments. Limited to 10 competitors. Performances must be no longer than 5 minutes which includes the introduction.

A Pack of Hounds
Ollaimh Ruaidhri an Cù Atlantia 1.5 hours
Sat Aug 1 5:30 PM - 19:00 Performing Arts
This is "A" class entertainment...because we all hail from kingdoms starting with the letter "A". Singers, musicians, poets, and weavers of tales, the Clan an Cù will do its best to divert and entertain.

Æthelmearc Bardic Circle
Lady Umbriana Campana Aethelmearc 2 hours
Thu Aug 6 9:00 PM - 23:00 Aethelmaerc Royal Camp
Thursday war week bardic circle, 8/6, 9 pm to 11 pm, Æ Royal Camp bardic circle.

All In: Tales of Risk
Maistresse Scholastica Joycors Trimaris 1 hour
Mon Aug 3 7:30 PM - 20:30 Performing Arts
Maistresse Scholastica Joycors, OP brings you an hour of stories where the margin between "Total Disaster", "Absolute Miracle", or "Sheer Luck" is thinner than a playing card or more risky than the tossing of the bones.

Duke Moonwulf's Annual Pennsic War Concert
Duke Master Moonwulf Starkaadhersson Midrealm 1 hour
Sat Aug 1 7:00 PM - 20:00 Performing Arts
An hour of original music and stories by Duke Moonwulf Starkaadhersson (mka Michael Longcor), an SCA bard and fighter who's seen over a half-century of Pennsic War. Come to laugh, cry and sing along. Some of

Moonwulf's songs have entered into the lore and history of Pennsic and the SCA. Come for the tradition and stay for the fun!

East/Midrealm Bardic Showcase
Honorable Lord Dai Gerdwr Midrealm 2 hours
Sat Aug 1 9:00 PM - 23:00 Midrealm Royal
The annual concert featuring performers selected by the current Bardic Champions of the Middle and East Kingdoms. Saturday Aug. 1st, 2026; 9 pm - 11 pm, Midrealm Royal.

Efenwealt and Aenor in Concert
Efenwealt Wystle Atlantia 1.5 hours
Tue Aug 4 9:30 PM - 23:00 Performing Arts
Efenwealt and Aenor have been making music together in the SCA for over 30 years and play a little bit of everything - from medieval, Renaissance, and "bardic" material to Celtic, folk, and filk (and maybe even an eensy weensy bit of acoustic nerd rock from the Blibbering Humdingers). Come sing along with old favorites and hear some new tunes as well. We suspect that if enough of you ask him to, our son Pippin might also join us. Bring along a battery-powered LED candle to help light the stage. Trust us, it'll be magical. (Please put your name on the bottom so you can reclaim it afterwards)

In a Fool's Garden with John Inchingham
Master John Inchingham the Fool Midrealm 1 hour Sat Aug 1 8:00 PM - 21:00 Performing Arts
Master John Inchingham the Fool performs songs and stories about life in the SCA and skewers history, literature and mythology. Sing along or just listen to an hour's worth of family-friendly fun.

John Inchingham, Cerian Cantwr, & House Sans Nomen
Master Cerian Cantwr Midrealm 2 hours
Wed Aug 5 7:00 PM - 21:00 Performing Arts
Listen to the mad tunes and tales of Master John Inchingham, Master Cerian Cantwr, and their household. Sing along with some of the Midrealm's best known (or most infamous) bards. Come prepared for music, mayhem, and merriment of the oddest kind. **Warning:** sightings of polar cows and were-llamas are likely.

Not Your Typical Atlantian Thug Concert
THL Thorve Skald Rikardardottir Atlantia 1.5 hours
Tue Aug 4 8:00 PM - 21:30 Performing Arts
Are we Thugs? Nay! But our bards can beat up your bards. Are you ready to be entertained?

Otterly Ridiculous: Hilla Stormbringer in Concert
Magister Hilla Stormbringer Midrealm 1 hour
Wed Aug 5 6:00 PM - 19:00 Performing Arts
Come join Hilla Stormbringer for a concert of original songs, a story or two, onion flutes, and fun!

Poems and Stories
Master Cariadoc West 0.5 hour
Wed Aug 5 5:00 PM - 17:30 Performing Arts
Four poems on William Marshall and as many stories as there is time for.

Ruaidhri's Stories
Ollaimh Ruaidhri an Cù Atlantia 1 hour Thu Aug 6 8:00 PM - 21:00 Performing Arts
A tale or two by a simpleton told. A treasure of brass appearing as gold. Ollamh Ruaidhri will spin a tale or two. They may not be factual, but they are true.

Sir Haakon and Viscount Eleanor's Annual Bardic
Lady Umbriana Campana Aethelmearc 2 hours
Wed Jul 29 6:00 PM - 20:00 Aethelmaerc Fire Pit
Sir Haakon and Viscount Eleanor's Annual Bardic Circle, Wednesday 7/29, 8 pm to 10 pm, Æ Royal Camp Bardic circle.

Songs and Stories with Old Tom
Tommaso Franceschi Midrealm 1 hour Tue Aug 4 6:00 PM - 19:00 Performing Arts
Tommaso sings! He plays music! He tells stories! He does two at once! What did Martin say to his man? How did Raven become black? Period songs and stories for a tavern crowd. Family-friendly.

Thorve and Friends
THL Thorve Skald Rikardardottir Atlantia 1.5 hours
Sun Aug 2 6:30 PM - 20:00 Performing Arts
Come join in the fun, as Thorve and her talented Friends entertain you with their favorite pieces, both period and period-adjacent!

PERFORMANCE: COMMEDIA

***Commedia* All Stars Show**
Dame Sophia the Orange Atlantia 1.5 hours
Thu Aug 6 9:00 PM - 22:30 Performing Arts
Commedia All Stars performance of hilarious comedy plays based on 16th-century Italian *commedia dell' arte* ! Most of the *Commedia* All Stars troupe members are teachers of *commedia* and other performing arts. Enjoy our classes through the week, then come see our show!

i Genesii
Mistress Arianna of Wynthrope Aethelmearc 1.5 hours
Mon Aug 3 9:30 PM - 23:00 Performing Arts
i Genesii : Love! Money! Greed! Sex! Overwhelming beauty! Underwhelming intelligence! The greatest *commedia dell'arte* troupe in the Known World™ does it again with its usual tasteless but hilarious performance! **18+** Some material is not suited for a younger audience. Bawdy is our byword!
Adults Only! Adult themes and language

***i Verdi Confusi* : Peace Week Follies**
TH Niccolò Bartolazzi Midrealm 1.5 hours Thu Jul 30 6:00 PM - 19:30 Amphitheater
The first week needs entertainment too! Join us for *commedia dell'arte* masked improvised follies at the Amphitheatre!

***i Verdi Confusi* : Players' Patchwork Theatre**
TH Niccolò Bartolazzi Midrealm 1.5 hours
Sat Aug 1 9:00 PM - 22:30 Performing Arts
Back for more *commedia dell'arte all'improvviso* masked improvised hilarity with a brand new farce! Of course! It all makes sense now! Show contains adult-themed content.

***i Verdi Confusi* : War Week Follies**
TH Niccolò Bartolazzi Midrealm 1.5 hours
Wed Aug 5 6:00 PM - 19:30 Amphitheater
Commedia dell'arte keeps going all War! Join us for more masked improvised comedic follies at the Amphitheatre!

il Titolo Provvisorio
Baroness Edekyn O Fierhie Aethelmearc 1 hour
Sun Aug 2 9:00 PM - 22:00 Performing Arts
The hottest *commedia* troupe in the Known World! Happy to bring you another fun-filled performance!

I Sebastiani and Friends Performance
Lady Joyce Taylor Midrealm 1.5 hours
Tue Aug 4 6:00 PM - 19:30 Amphitheater
Join I Sebastiani and Friends for a performance of *commedia dell' arte* .

Iron *Commedia* - Performance
Douglas Douglas East 1 hour
Thu Aug 6 4:30 PM - 17:30 Amphitheater
Come one! Come all! To a brand-new performance of *commedia dell'arte* ! How do we know it's new? We just made it this morning! This is the culmination of the same day Iron *Commedia* Workshop where our actors gathered to write, practice, and perform for a live audience a brand-new *commedia dell'arte* show in only a few hours! You can be in the show too if you participate in the same day Iron *Commedi* a Workshop!

PERFORMANCE: MUSIC

***Der Chor* Consort**
Etan der Schloss Askanier Atlantia 1 hour
Tue Aug 4 5:00 PM - 18:00 Performing Arts
Bask in the authentic sounds of the "Llibre Vermell de Montserrat" musical manuscript. A collaboration brought to you by singers and period instrumentalists sourced from Chorulus Pennsicus and the Stierbach Consort.

***PA Afternoon Series* :Known World Harp Celebration**
LADY SIOBHAN THE HARPER East 2 hours
Tue Aug 4 3:00 PM - 17:00 Performing Arts
Bring your harps and similar instruments to share music with other harpers from the Knowne World. All ability levels are welcome. If you just want to listen, that's OK, too!

A Concert of Thomas Morley *Canzonets*
Freiherrin Solveig Bjarnardottir East 1 hour
Mon Aug 3 6:00 PM - 19:00 Performing Arts
Come see Solveig, Richard, Bird, Amalie and Cecelie perform vocal and recorder duets of Thomas Morley's "First Book of *Canzonets* to Two Voyces."

Concert: Tuppence: Folk and Historical Music
Honorable Lady Elizabeth de Spaldyng Atlantia 1 hour
Sun Aug 2 8:00 PM - 21:00 Performing Arts
Simon and Elizabeth de Spaldyng from Atlantia perform medieval, Renaissance, bardic, and original songs and tunes on a variety of instruments.

European Music Expo
Honorable Lady Elizabeth de Spaldyng Atlantia 2 hours
Tue Aug 4 1:00 PM - 15:00 Performing Arts
The European Music Expo features songs and tunes from a variety of performers. Music selections span the SCA period, include many different instruments, and reflect numerous European music traditions.

Known World Choir & Instrumental Ensemble Concert
THL Siri Toivosdotter Midrealm 2 hours
Thu Aug 6 6:00 PM - 20:00 Performing Arts
Known World Recorder Ensemble, Known World Brass Choir, Youth Instrumental Consort, Children's Choir, Youth Choir, *Chorulus Pennsicus* and the Known World Choir perform a concert. Enjoy an evening of medieval and Renaissance choral music.

Mayor's Stage Music Series - Daytime Series
Master Donovan the Drummer Outlands 2 hours
Wed Jul 29 11:00 AM - 13:00 Amphitheater
Thu Jul 30 11:00 AM - 13:00 Amphitheater
Fri Jul 31 11:00 AM - 13:00 Amphitheater
Sat Aug 1 11:00 AM - 13:00 Amphitheater
Sun Aug 2 11:00 AM - 13:00 Amphitheater
Mon Aug 3 11:00 AM - 13:00 Amphitheater
Tue Aug 4 11:00 AM - 13:00 Amphitheater
Wed Aug 5 11:00 AM - 13:00 Amphitheater
The mayor has asked to keep the rhythm going, and in service to that dream is this short series of musical engagements. Grab your lunch and come join us at the Amphitheater for some live music.

Mayor's Stage Music Series - Nighttime Series
Master Donovan the Drummer Outlands 3 hours
Wed Jul 29 8:00 PM - 23:00 Amphitheater
Thu Jul 30 8:00 PM - 23:00 Amphitheater
Fri Jul 31 8:00 PM - 23:00 Amphitheater
Sat Aug 1 8:00 PM - 23:00 Amphitheater
Sun Aug 2 8:00 PM - 23:00 Amphitheater
Mon Aug 3 9:00 PM - 00:00 Amphitheater
Tue Aug 4 8:00 PM - 23:00 Amphitheater
The mayor has asked to keep the rhythm going, and in service to that dream there will be a series of short musical engagements.

Middle Eastern and World Dance Expo
Pixie Aethelmearc 2 hours
Sun Aug 2 2:00 PM - 16:00 Performing Arts
We are bringing it back again, same talented peeps, new day and time! Please watch announcements as there will be a chance to sign up to perform online and Peace Week through **middle Friday**.

The Debatable Choir
Mistress Arianna of Wynthrope Aethelmearc 0.5 hour
Mon Aug 3 7:00 PM - 19:30 Performing Arts

The Debatable Choir performs medieval and Renaissance choral music, including love songs, drinking songs, and songs of merriment! For almost 40 years this acclaimed choir has entertained royalty and peasants, receiving kingdom awards for both the Arts and Service along the way. This year we'll be singing in English, Latin, Spanish, Italian, and German!

The Foxy Bard and Friends
David Anthony, The Foxy Bard East 1 hour
Mon Aug 3 8:30 PM - 21:30 Performing Arts

Energetic and entertaining, Foxy and friends return to the Pennsic stage to delight and charm with a medley of songs from all over the medieval world.

PERFORMANCE: OTHER

Story Time with Tempus.
Lord Tempus Peregrinator Ealdormere 1 hour
Wed Jul 29 2:00 PM - 15:00 A&S 13

You probably don't want to go to this class! An hour of Tempus ramble on about something. Adventure, excitement and really wild things. Or something about sewing, trains, or lightsabers. Definitely nothing to see here, it may just be a good time for an afternoon nap. Best lay down and avoid Tempus rambling on about anything. You don't need that!

PERFORMANCE: REHEARSAL

***Commedia* All Stars Dress Rehearsal On Stage.**
Dame Sophia the Orange Atlantia 2 hours
Wed Aug 5 12:00 PM - 14:00 Performing Arts

Closed rehearsal for *Commedia* All Stars troupe.

***Commedia* All Stars Rehearsal**
Dame Sophia the Orange Atlantia 2 hours
Sat Aug 1 2:00 PM - 16:00 Battlefield Loud
Sun Aug 2 2:00 PM - 16:00 Battlefield Loud
Mon Aug 3 2:00 PM - 16:00 Battlefield Loud
Tue Aug 4 2:00 PM - 16:00 Battlefield Loud
Wed Aug 5 2:00 PM - 16:00 Battlefield Loud
Thu Aug 6 2:00 PM - 16:00 Battlefield Loud

Rehearsal for *Commedia* All Stars troupe: Saturday, Aug. 1, through and including Thursday, Aug. 6, daily, from 2:00 pm - 4:00 pm. Closed rehearsal, but please ask if you'd like to watch.

***I Sebastiani* and Friends Rehearsal**
Lady Joyce Taylor Midrealm 1 hour
Mon Aug 3 1:00 PM - 14:00 Amphitheater

A 1pm rehearsal for the *I Sebastiani* and Friends Tuesday show for actors to acquaint themselves with spacing and entrances.

***i Verdi Confusi* : Closed Dress Rehearsal**
TH Niccolò Bartolazzi Midrealm 1 hour
Thu Jul 30 4:30 PM - 17:30 Amphitheater

Closed dress rehearsal for *i Verdi Confusi's* performance in the Amphitheatre (Peace Week).

***i Verdi Confusi* : Closed Dress Rehearsal**
TH Niccolò Bartolazzi Midrealm 1 hour
Thu Aug 6 5:30 PM - 18:30 Amphitheater

Closed dress rehearsal for *i Verdi Confusi* 's performance in the Amphitheatre (War Week).

***i Verdi Confusi* : Closed Dress Rehearsal**
TH Niccolò Bartolazzi Midrealm 2 hours
Sun Aug 2 12:00 PM - 14:00 Performing Arts

Closed dress rehearsal for *i Verdi Confusi's* performance in the Performing Arts Tent.

***Il Titolo Provvisorio* Dress Rehearsal**
Baroness Edekyn O Fierhie Aethelmearc 1 hour
Sun Aug 2 4:00 PM - 17:00 Performing Arts

Private rehearsal time for our mainstage show.

BMDL *Commedia* Troupe Dress Rehearsal
Lady Umbriana Campana Aethelmearc 2 hours
Thu Jul 30 10:30 AM - 12:30 Aethelmaerc Royal Camp

BMDL *Commedia* Troupe Dress Rehearsal, Thursday 7/30, 10:30 am - 12:30 pm, Æ Royal Common Tent

Children's Choir
Pia Maletesta d'Rimini East 1 hour
Fri Jul 31 12:00 PM - 13:00 A&S 9
Sat Aug 1 11:00 AM - 12:00 A&S 9
Sun Aug 2 12:00 PM - 13:00 A&S 9
Mon Aug 3 12:00 PM - 13:00 A&S 9
Tue Aug 4 11:00 AM - 12:00 A&S 9
Wed Aug 5 12:00 PM - 13:00 A&S 9

For children 13 and younger. Sing music in a period style. Meets Daily. Performance on Thursday of war week! Responsible adult needs to be within reach for the younger ones. Bring a folder to hold music. We will teach rounds, songs and melodies from the medieval to renaissance. Session will be 45 minutes. Dress rehearsal in PA tent on Thursday with a performance at 6 pm.

Known World Choirs Recording and Rehearsal
THL Siri Toivosdotter Midrealm 2 hours
Thu Aug 6 12:00 PM - 14:00 Performing Arts

Children, Youth, *Chorulus Pennsicus* and KWC will rehearse/record in this order in preparation for their concert on Thursday, August 8.

Known World Players Rehearsal For *Twelfth Night*
Perronnelle de Croy East 4 hours
Fri Jul 31 8:00 AM - 12:00 Performing Arts

A closed rehearsal for cast and crew for the Pennsic 53 production for *Twelfth Night.*

KW Choirs' Concert Warmup in the Dance Tent
THL Siri Toivosdotter Midrealm 0.5 hour
Thu Aug 6 6:00 PM - 18:30 European Dance Tent

KW Choirs' warmup in the Dance Tent for Thursday Concert.

KWP *Twelfth Night* Night Rehearsal
Lady Maire ni Sheaghdha East 4 hours
Thu Aug 6 8:00 AM - 12:00 Performing Arts

General rehearsals for Known World Players' production of Shakespeare's *Twelfth Night* .

KWP *Twelfth Night* Rehearsal
Lady Maire ni Sheaghdha East 2 hours
Sat Aug 1 6:00 PM - 20:00 A&S 9

Read through rehearsal for Known World Players' production of *Twelfth Night* .

KWP *Twelfth Night* Rehearsals
Lady Maire ni Sheaghdha East 4 hours
Sun Aug 2 8:00 AM - 12:00 Performing Arts
Mon Aug 3 8:00 AM - 12:00 Performing Arts
Tue Aug 4 8:00 AM - 12:00 Performing Arts
Wed Aug 5 8:00 AM - 12:00 Performing Arts
Fri Aug 7 6:00 PM - 22:00 A&S 9

General rehearsals for Known World Players' production of *Twelfth Night* .

KWP Final Dress Rehearsal
Lady Maire ni Sheaghdha East 3 hours
Fri Aug 7 9:00 AM - 12:00 Performing Arts

Known World Players' final dress rehearsal for *Twelfth Night* .

The Pennsic Choir
Mistress Arianna of Wynthrope Aethelmearc 2 hours
Thu Jul 30 10:00 AM - 12:00 Performing Arts Rehearsal
Fri Jul 31 10:00 AM - 12:00 Performing Arts Rehearsal
Sat Aug 1 10:00 AM - 12:00 Performing Arts Rehearsal
Sun Aug 2 10:00 AM - 12:00 Performing Arts Rehearsal
Mon Aug 3 10:00 AM - 12:00 Performing Arts Rehearsal
Tue Aug 4 10:00 AM - 12:00 Performing Arts Rehearsal
Wed Aug 5 10:00 AM - 12:00 Performing Arts Rehearsal
Handouts Limit 30 $5.00

Join the Pennsic Choir! A nearly 40-year tradition, it gathers singers from around the Known World to learn and perform choral music of the Middle Ages and Renaissance. Rehearsals begin on Thursday of Peace Week, but experienced singers can join as late as Monday. You'll spend seven days learning the music, then perform a concert on Thursday evening of War Week. Sheet music and audio learning tracks are available for download at https://knownworldchoirs.org/kwc.phtml or you can purchase a binder with the music on-site for $5.

Youth Instrumental Consort Rehearsal
Lady Tangwystl verch Gruffydd Midrealm 1 hour
Sun Aug 2 9:00 AM - 10:00 Performing Arts Rehearsal
Mon Aug 3 9:00 AM - 10:00 Performing Arts Rehearsal
Tue Aug 4 9:00 AM - 10:00 Performing Arts Rehearsal
Wed Aug 5 9:00 AM - 10:00 Performing Arts Rehearsal
Thu Aug 6 9:00 AM - 10:00 Performing Arts Rehearsal
Handouts Limit 10 $5.00

Pennsic Youth Instrumental Consort is open to all youth ages 11-19 who play an acoustic instrument (meaning it does not have to be plugged in to be played in a performance) and can read standard notation for their instrument. Experience the world of Renaissance and medieval instrumental music with Lady Tangwystl verch Gruffydd.

We will rehearse from 9-9:45 am daily from Sunday, August 3, through Thursday, August 7, at the PA Rehearsal Classroom (PARC). We will be performing as part of the Known World Music Ensembles Concert on Thursday evening of War Week. There will be a dress rehearsal Thursday, August 7, at noon in the Performing Arts Tent; further details TBA during regular rehearsals.

Parents must attend rehearsals with children under 12. Music and more information can be found here: https://knownworldchoirs.org/yic.phtml. Please bring printed music in a black binder. If needed, there will be binders with music available for $5.

Youth Recorder Session
Pia Maletesta d'Rimini East 1 hour
Thu Jul 30 3:00 PM - 16:00 A&S 9
Wed Aug 5 10:00 AM - 11:00 A&S 9

Remember that recorder class in school? Get that recorder out from under the bed. Bring it and let's play some medieval music. Children should be able to play 5 notes (or more) and bring their recorder. Class is for children ages 8-12. Small drums are OK too!

Youth Theatre Dress Rehearsal
Baroness Edekyn O Fierhie Aethelmearc 1 hour
Fri Aug 7 4:00 PM - 17:00 Performing Arts

Youth Theatre dress rehearsal for the performance.

PERFORMANCE: THEATER

Whose Line Doth It Be
Mistress Aibhilin inghean Daibhidh Trimaris 2 hours
Mon Aug 3 7:00 PM - 21:00 Amphitheater

An improv comedy show where anything can happen as performers play games to make you laugh.

KWP *Twelfth Night* Performance
Lady Maire ni Sheaghdha East 2.5 hours
Fri Aug 7 7:30 PM - 22:00 Performing Arts

Performance of Known World Players' Present: Shakespeare's *Twelfth Night* .

The Pennsic Mightier: Improv Comedy Show
Douglas Douglas East 1.5 hours
Fri Jul 31 6:00 PM - 19:30 Amphitheater

It's the Pennsic "mightier than the sword" montage-style improv comedy show and anything can happen! Enjoy a fun night of short form and long-form improvised comedy based on your suggestions and stories presented by the Pennsic Mightier Workshop cast!

Youth Theatre Performance
Baroness Edekyn O Fierhie Aethelmearc 0.5 hour Fri Aug 7 5:00 PM - 17:30 Performing Arts

Come see a culmination of Youth Theater classes displaying these students' hard work and creativity. A wonderful and amazing production done entirely by these brilliant kids!

PERFORMING ARTS: BARDIC

Alliterative Verse
Justinian Clarus Ealdormere 1 hour
Wed Jul 29 1:00 PM - 14:00 A&S 6

Learn about verse and the difference between free verse, rhyming verse, and alliterative verse.

Bardic Master Class
THL Tristan Lechanticler East 2 hours
Tue Jul 28 1:00 PM - 15:00 A&S 9
Thu Jul 30 1:00 PM - 15:00 A&S 9
Sun Aug 2 2:00 PM - 16:00 A&S 9

In the tradition of John Lyttleton, a nourishing forum for developing vocal performance skills for poets, singers, actors, and tellers of tales. Bring a short performance piece (a few minutes) and an open mind, or come get new material.

Bardic Symposium #1: History vs Forging the Future
Mistress Aibhilin inghean Daibhidh Trimaris 2 hours
Mon Aug 3 3:00 PM - 17:00 Downtown Campus

Meet your fellow bards. How do we balance our history while moving with the passage of time? How do we keep the old songs alive? When is it time to 'retire' a song? How do we encourage new pieces to enter our common bardic tradition. How do we get good new songs "out there"? We will also pick a topic for the weeks writing challenge! View the Bardic Symposium website here: http://bardic.fun

Bardic Symposium #2: Level Up Your Lyrics
Mistress Aibhilin inghean Daibhidh Trimaris 2 hours
Tue Aug 4 3:00 PM - 17:00 Downtown Campus

How can we become better writers? What techniques can we use to become better lyricists? How can we support each other in our quest for improvement? View the Bardic Symposium website here: http://bardic.fun

Bardic Symposium #3: The Roles of a Bard
Mistress Aibhilin inghean Daibhidh Trimaris 2 hours Wed Aug 5 3:00 PM - 17:00 Downtown Campus

What roles do we play as bards? How can we find new roles? How can we make the most of the ones we have? What does it mean to be a bardic Champion? How is that different across Kingdoms? How can we champion bardic arts as 'just a bard'? View the Bardic Symposium website here: https://bardic.fun

Bardic Symposium #4: Research vs Creativity
Mistress Aibhilin inghean Daibhidh Trimaris 2 hours
Thu Aug 6 3:00 PM - 17:00 Downtown Campus

When writing songs set in the SCA period, where do research and creativity meet? How can research inspire our creativity? How can studying history make us better bards? How can we use research and historical forms to inform our songs about the modern SCA in content, lyric, and sound? View the Bardic Symposium website here: http://bardic.fun

Bardic Symposium #5: Beyond the Circle
Mistress Aibhilin inghean Daibhidh Trimaris 2 hours Fri Aug 7 3:00 PM - 17:00 Downtown Campus

How do we create venues for performance outside of Bardic circles? How can we drive performance improvement both inside and outside the Bardic Circle? How can we create opportunities for growth within our existing settings and venues? We will also share any Writing Challenge pieces, and we'll award tokens! Visit the Bardic Symposium website at https://bardic.fun

Make and Take an Ottoman Shadow Puppet
Her Ladyship Hayali Aya bint Roxanna An Tir 1 hour
Wed Aug 5 3:00 PM - 16:00 A&S 9

In the class you will cut out your very own Karagoz or Hacivat puppet, color it, and assemble it. You'll then learn how to use them on a screen and some of the history and format of this 700-year-old art form!

Medieval Fan Fiction
Magistra Fiana of Clare Meridies 1 hour
Sat Aug 1 12:00 PM - 13:00 A&S 9

A discussion of how "fan fiction" was produced and used in the Middle Ages, and how we can produce and use it in our Society. Topics will include the definition of fan fiction, its modern and pre-modern history, plus its techniques and authors. Time permitting, we will attempt our own fan fiction.
Outline file here: https://drive.google.com/file/d/1a1HTbdAsf0IC8l0DlU28OvKln-1wvzhc/view?usp=drive_link
Slides file here: https://drive.google.com/file/d/1cxtzFvISBGVf4aqYTL4o5o8WvFbAV81I/view?usp=drive_link

Mining the Minutiae: Big Stories from Little Clues
Lord Gavin Kent East 2 hours
Fri Jul 31 2:00 PM - 16:00 A&S 3
Sun Aug 2 11:00 AM - 13:00 Downtown Campus
Handouts Limit 15

Why distill Beowulf into 5-10 minutes, or the Mabinogion to 20, when you can luxuriate in 7 minutes on the swimming contest of Brecca and Beowulf, or 4 minutes of Peredur's capture of the wild deer? The tiny moments of world building and set dressing that make some of our favorite period stories come fully to life, provide a unique and amazing opportunity to build original stories and songs that expand upon extant sources. Offhand mentions of adventures, stories, deeds and experiences detailed in the narrative of period pieces can give us space to play with narrative expansion, instead of attempting to distill longer works to fit within a performance space.

Norse Poetry Overview
Lærifaðir Grim the Skald East 1 hour
Wed Jul 29 11:00 AM - 12:00 A&S 9
Tue Aug 4 2:00 PM - 15:00 A&S 9
Handouts Limit 12

Iambic pentameter got you down? Want to know what exactly a "ring giver" is? Do you want to write a line that ends with "silver?" Are you a fan of Egil Skalagrimson? (Who isn't?) Come on over, and we'll go over the basics of Viking-era poetry. I will go over how Norse poetry alliterates, talk about the types and ways Norse poetry was used, and go over poetic devices such as *kennings* . We'll then go over style and format, and the specific forms Norse poetry takes. Whether you want to try your hand at writing it, or just want a better appreciation of the form, stop by!

Old Norse Pronunciation
Lærifaðir Grim the Skald East 1 hour Fri Jul 31 1:00 PM - 14:00 A&S 9
Handouts Limit 12

Do you want to spatter your Viking Era performance with actual quotes from poems or from the sagas? How about read a scroll written for a Norse persona in the original language? Using Dr. Jackson Crawford's reconstruction of medieval Icelandic Pronunciation, we will go over how to plausibly pronounce the poems and sagas, at least as a 12th-C Icelander might. We'll look at how the letters sound, diphthongs, stresses, and rules for when letters change their pronunciation. There will be plenty of text to read as well, so we can practice!

Period Bardic Tales - Know Them and Write Them
Lord Patrokles Athenaios Aethelmearc 1 hour
Wed Jul 29 1:00 PM - 14:00 A&S 9

This class is about finding songs, stories, and tales appropriate to your persona/period in the SCA, and how to write original bardic pieces that would be both period appropriate for your persona and are documentable for Arts and Sciences competitions. This class covers learning, writing and research for these, and also provides some additional tips and tricks for public bardic performances.

Raunch and Romance - CCt
Baronessa Ginevra Fiammetta di Silvestri Atlantia 2 hours
Thu Jul 30 7:00 PM - 21:00 Courtesan College - B03

Take turns reading period and Scadian romantic and erotic poetry. Bring your sauciest stanzas, your lustiest limericks, and your most amorous alliteration! We will provide some options to pick from, or feel free to bring your own! **18+ only.**
Please note: Courtesan Camp is a nudity friendly space.
Adults Only! Adult material

Runestone Bardic Circle
Éadaoin Ruadh Aethelmearc 2.5 hours
Sun Aug 2 1:30 PM - 16:00 Runestone

Come one, come all, to hear story, song, poem, tune, and jokes from all over the Knowne World! Gather beneath the shade of the great trees of Runestone Hill, bring a quiet craft and listen, or perform to your heart's content. Will we make you laugh until you have to run to the port-a-castle? Will you need to borrow a friend's tunic to cry in to? Only one way to find out.

Scottish Gaelic Songs
Ronan MacOdrum East 1 hour Thu Aug 6 2:00 PM - 15:00 A&S 9

We will first learn some of the pronunciation rules (what the heck do you do with all those h's ??) and then learn some easy-to-sing and fun songs in *Gaidhlig* .
No singing ability is necessary and there's no need to read music. We're all in this together.
Handouts will be available.
Be aware that Scottish *Gaidhlig* and *Gaeilge* (Irish) have very different pronunciation rules, although they are related languages.

Skaldic Scholarship: Translation for Performance
Lairde Hextilda Corbett Ansteorra 1.5 hours
Wed Aug 5 10:00 AM - 11:30 Kingdom Ansteorra - BFT
Handouts Limit 10 $1.00

Translating a historical text involves far more than converting words from one language to another. Performers must balance accuracy, poetic structure, cultural context, and audience accessibility - all while creating something that is meant to be heard, not silently read.
This class explores translation as a performing art. Using examples from skaldic verse and other period sources, we will examine practical strategies for adapting historical texts into compelling bardic performances. Topics include preserving meaning versus preserving effect, handling unfamiliar cultural references, shaping language for oral delivery, and making deliberate choices about tone, rhythm, and style.
No matter the language of origin, this class offers tools to help bring voices of the past to life for modern listeners.

Songwriting to Tell a Story
THL Drake Oranwood East 1.5 hours Tue Aug 4 5:00 PM - 18:30 A&S 9
Fri Aug 7 1:00 PM - 14:30 A&S 9

Principles and guidelines for constructing tight, compelling, original, SCA-appropriate songs that capture (and hold) an audience. The focus is on lyrics, song, and story structure. How is writing a good lyric different from writing a good poem? Create a singable story that is entertaining, engaging, and will hold the attention of a SCAdian audience, who enjoy period material, but still prefer a song that runs five minutes or under.

Storytelling Academy
Gabrielle d'Auvergne Aethelmearc 1 hour
Wed Jul 29 10:00 AM - 11:00 Minerva's Spindle
Thu Jul 30 10:00 AM - 11:00 Minerva's Spindle
Fri Jul 31 10:00 AM - 11:00 Minerva's Spindle
Sat Aug 1 10:00 AM - 11:00 Minerva's Spindle
Sun Aug 2 10:00 AM - 11:00 Minerva's Spindle
Mon Aug 3 10:00 AM - 11:00 Minerva's Spindle
Tue Aug 4 10:00 AM - 11:00 Minerva's Spindle
Wed Aug 5 10:00 AM - 11:00 Minerva's Spindle
Thu Aug 6 10:00 AM - 11:00 Minerva's Spindle

It is not necessary to attend all classes, but they are cumulative and will not be repeated. The instructor will try to recap each lesson. The Academy covers the tools of the storytellers, varied forms of story, story sources, audience management, and more. This class is designed for beginners and intermediate storytellers. Coaching and practice time included.

Telling Stories as Your Persona
Master Cariadoc West 1 hour
Wed Jul 29 2:00 PM - 15:00 Battlefield
Loud

How to tell stories in a way that creates the illusion of a period story being told to a period audience, along with a discussion of sources.

The Period Invention of the SCA
M Owen Alun Northshield 1 hour
Thu Jul 30 12:00 PM - 13:00 A&S 9
Tue Aug 4 10:00 AM - 11:00 A&S 9

Joy and merriment, fierce combat, true love, silliness, treachery and a feast!

The Tournament of Tottenham is a period poem that describes in detail a (fictitious but entirely plausible) event that could have taken place in the 15th century, and which is almost indistinguishable from a typical early-years SCA event. Come hear the story and stay for the discussion afterwards.

Why Poets Should Use the English Style
Magistra Fiana of Clare Meridies 1 hour
Thu Jul 30 2:00 PM - 15:00 A&S 1

Learn why the poetry of English elegies and epics is superior for composition in our common tongue, and works better for poetry in the common tongue than the techniques of other tongues. We will learn the elements and techniques of the English elegies and epics, and possibly speak of the saints' lives and riddles as well. [Old English / Anglo-Saxon]

Handout here: https://docs.google.com/document/d/1qOfYhAtjDa49TP0wmbawaRe1jhFLIkLp/edit?usp=drive_link&ouid=118235329486693091218&rtpof=true&sd=true

PERFORMING ARTS: COMMEDIA

Commedia dell'Arte - Being Specific Characters
Master Anton of Winteroak East 1 hour
Tue Aug 4 12:00 PM - 13:00 Performing Arts
Handouts Limit 12
Materials Limit 12

There were many different characters in the sixteenth century *commedia dell'arte* plays. Learn how to move and act like the better-known ones. This class involves moving around and styling yourself as many different characters throughout the hour. These movements are from early *commedia* , which are not as stylized as the modern sense of *commedia dell'arte* .

Commedia dell'Arte - What to do On Stage
Master Anton of Winteroak East 1 hour
Sun Aug 2 11:00 AM - 12:00 A&S 9
Handouts Limit 12
Materials Limit 12

What did sixteenth century theater people tell their actors to do on stage? Come to this class and practice doing it. We will work on how to stand, how to walk, where to face, gestures, and things to say.

Introduction to 16th Century *Commedia dell'Arte*
Master Anton of Winteroak East 1 hour
Fri Jul 31 11:00 AM - 12:00 A&S 9
Handouts Limit 12
Materials Limit 12

A lot of modern sources mix newer ideas and characters in with the original performance styles. In this class we look very specifically at what we know about *commedia dell'arte* from the sixteenth century, and how to perform in that much looser style.

Iron *Commedia* Workshop (Amphitheater)
Douglas Douglas East 4 hours
Thu Aug 6 11:00 AM - 15:00 Amphitheater

You've been watching *commedia dell'arte* shows and now you want to try it out yourself!

The aim of this workshop is to write, practice, and perform for a live audience a brand-new commedia dell'arte show in only a few hours.

Each instance of Iron *Commedia* Workshop on the schedule will feature a brand-new team writing a brand-new show to perform on the same day!

Adults Only! *This class is for ages 18 and up; however, younger students may be allowed with both parental and instructor permission.* Please attend the first workshop (with a parent, for those under 18) or contact the instructor in advance to participate.

This class is intended for adult learners.

Speed Introduction to *Commedia*
Dame Sophia the Orange Atlantia 1 hour
Fri Jul 31 3:30 PM - 16:30 Battlefield
Loud

An introductory-level class covering basic history of *commedia dell' arte* , the 16th-century Italian improvisational comic theater, and its stock characters with opportunities to play short scenes to try them out. We will play some theater improv games, so all students will participate! We'll also cover how to make *commedia* happen in the modern SCA. Instructors are from the troupe *Commedia All Stars.*

PERFORMING ARTS: MUSIC

Chorulus Pennsicus Rehearsals
THL Siri Toivosdotter Midrealm 1.5 hours
Sat Aug 1 4:00 PM - 17:30 Camp Lochmere: N18 Sun
Aug 2 4:00 PM - 17:30 Camp Lochmere: N18 Mon
Aug 3 4:00 PM - 17:30 Camp Lochmere: N18 Tue
Aug 4 4:00 PM - 17:30 Camp Lochmere: N18 Wed
Aug 5 4:00 PM - 17:30 Camp Lochmere: N18

Rehearsals for *Chorulus Pennsicus* Pennsic 53, 2026. Audition-only, pre-selected choir. Rehearsals are in Camp Lochmere, N-18. **NOTE:** Audition time/date for *Chorulus Pennsicus* at Pennsic 54 (**2027**), can be found in Thing. See the web site knownworldchoirs.org for more details.

Christ Ist Erstanden :A 12th C German Easter Hymn
Aaron Drummond Midrealm 1 hour
Fri Jul 31 10:00 AM - 11:00 A&S 5
Tue Aug 4 10:00 AM - 11:00 A&S 5

Christ Ist Erstanden is a German Easter hymn dating from the 12th century that has remained popular through the centuries and is still sung today. We'll learn its melody and two related ones: the 11th century sequence *Victimæ paschali laudes* by Wipo of Burgundy and the 16th century hymn *Christ Lag in Todesbaden* by Martin Luther. Then we'll play or sing a few different settings of these songs from the 15th and 16th centuries (and perhaps beyond?).

Gittern Thee to a Nunnery - CCt
Tommaso Franceschi Midrealm 1 hour
Wed Jul 29 5:00 PM - 18:00 Courtesan College - B03

This class discusses the *gittern* , an instrument popular in Tudor England. We'll discuss its origins in Spain, its popularity in England, and how the actions of one man caused it to be associated with sex work.

Please note: Courtesan Camp is a nudity friendly space.

18+

Adults Only! In Courtesan Camp

Janissary Music Class
Master Osman Atlantia 2 hours
Mon Jul 27 10:00 AM - 12:00 Battlefield
Loud
Tue Jul 28 10:00 AM - 12:00 Battlefield
Loud
Wed Jul 29 10:00 AM - 12:00 Battlefield
Loud

Three traditional Ottoman marches will be taught for brass horns, reed *zurnas, davul* and *nakara* drums, cymbals, and voice. The songs to be taught are *Ceddin Deden, Genc Osman Hucum* march among others from our growing repertoire. Perfect for those who have marching band experience and want to make a big noise.

Mehteran : Ottoman *Janissary* Band
Master Osman Atlantia 2 hours
Thu Jul 30 10:00 AM - 12:00 Battlefield
Loud
Fri Jul 31 10:00 AM - 12:00 Battlefield
Loud
Sat Aug 1 10:00 AM - 12:00 Battlefield
Loud

The *Osmanl Mehter Takm* (Ottoman *Janissary* Band) studies music and history of the Ottoman *Mehter* military marching band from the 14th-17th century. The *Mehteran* will learn the historic Ottoman songs *Ceddin Deden* , *Osman Pasa* , and *Nevâ-Ceng-i Harbî* which are played on *zurna, davul* , horns, cymbals, and kettledrums, and sung by a choir, and will learn the historic *Janissary* march for performance at Pennsic. Brass horn players, percussionists and singers are welcome and encouraged to participate. Further details on the *Mehteran* Facebook Group: https://www.facebook.com/groups/134233213955988/ .

Age 18+.

Adults Only! Learning musical instruments and marching as a medieval Turkish military band around Pennsic.

Uta Japanese Music Workshop
Solveig Þrándardóttir Aethelmearc 2 hours
Sat Aug 1 7:00 PM - 21:00 Clan Yama Kaminari (E03)
Handouts Limit 20 $1.00

A participatory introduction to several genres of Japanese music with an emphasis on festival music and, if interest warrants, several genres of musical performance. Participants are encouraged to bring appropriate percussion, woodwind, and string instruments to this activity.

16th-Century Arbeau Historical Field Drum Class
Master Albrecht Catsprey Ansteorra 2 hours
Mon Aug 3 10:30 AM - 12:30 Battlefield
Loud

Class for drummers who own and play historical field drum. (This is the rope tension drum with two sticks.) Also welcome are *tupan* (aka *davul, tapan, atabal* , or *tabl*) with two drum sticks and frame drums with a drum stick. No *durbekes/dumbeks/jimbes* , please. The class will study the only historical manuscript instructions on both military and dance rhythms. Possible coordination to support one of the field battles as a historical drum corps. **College level percussion experience highly recommended.**

Adults Only! Must have at least some college level music experience.

You must have a historical Renaissance or Medieval field drum

Beginner Dumbek
Lady Zakiyyah Ayagachin Al-Sharq East 1 hour Fri
Jul 31 4:00 PM - 17:00 Touch the Earth

Open to all ages. Brought a dumbek? Wanna dust off the one that's been sitting in your closet since last year? Let's play and have fun with it! Will be going over some of the basic Middle Eastern and Balkan rhythms as you get comfortable.

Beginner Middle Eastern Drum Circle
Lord Jonathan Bowman Atlantia 1 hour
Sun Aug 2 12:00 PM - 13:00 Middle Eastern

This is an especially good class for first timers and beginners. Make your mistakes at this daytime class so you are ready to play at night. We will play several popular rhythms. If students wish, they may learn and play a very short solo (just 2.5 beats). Taught by Lord Jonathan. Bring a drum.

Beginner Middle Eastern Drumming, Part 1: Basics

Lord Jonathan Bowman Atlantia 1 hour
Sat Aug 1 10:00 AM - 11:00 Touch the Earth

This is a beginner's class for doumbek. Learn to hold and correctly hit the drum. Popular rhythms will be explained, then played together. This is the perfect class for first-timers of all ages. It's also a good refresher class if you haven't played in a while. Taught by Lord Jonathan.

Beginner Middle Eastern Drumming, Part 2: Fills

Lord Jonathan Bowman Atlantia 1 hour
Sat Aug 1 11:00 AM - 12:00 Touch the Earth

This is Part 2 of the beginners' series for Middle Eastern drumming. Enhance your play with fills and rolls. These techniques are easier than you might think. **Bring your own drum.** Taught by Lord Jonathan.

Beginner Middle Eastern Frame Drum

Lord Jonathan Bowman Atlantia 1 hour
Mon Aug 3 10:00 AM - 11:00 Touch the Earth

An especially good class for first timers and beginners. Learn all 3 beginner ways to play a frame drum. As a bonus, a few intermediate techniques will be demonstrated. Bring a frame drum or *riq* . Taught by Lord Jonathan.
Don't have a frame drum yet? Check out West Music's 16" Remo Renaissance HD-8416-00: https://www.westmusic.com/remo-renaissance-hd-8416-00-16-frame-drum-206445

Children's Choir

Pia Maletesta d'Rimini East 1 hour
Thu Jul 30 11:00 AM - 12:00 A&S 9
Thu Aug 6 11:00 AM - 12:00 A&S 9

For children 13 and younger. Sing music in a period style. Meets daily. Performance on Thursday of War Week! Responsible adult needs to be within reach for the younger ones. Bring a folder to hold music. We will teach rounds, songs, and melodies from the medieval to Renaissance. Sessions will be 45 minutes each. Dress rehearsal in PA tent on Thursday with a performance at 6 pm.

Circle Drumming

Lady Zakiyyah Ayagachin Al-Sharq East 1 hour
Sat Aug 1 2:00 PM - 15:00 Touch the Earth

Let's have fun creating songs together with our drums. Open to all levels and ages.

Come Play With Us: *In Nomines*

Mistress Rebecca da Firenze West 1 hour
Thu Jul 30 3:00 PM - 16:00 Performing Arts Rehearsal

In Nomines are instrumental pieces for players of uneven skill, consisting of several fantasia lines and one *cantus firmus* , from the late 16th century. We will play several. Bring your instrument and music stand if you have one. All ages welcome, all skill levels welcome. Being welcoming to the new musician, or experienced musician who just picked up a new instrument, is precisely the point of *In Nomines* !

Come Play With Us: *Isaac!*

Mistress Rebecca da Firenze West 1 hour
Thu Aug 6 1:00 PM - 14:00 A&S 9

The latest offering in our year-to-year Composer Spotlight, come join us to play through some of the works of the quite deservedly famous Isaac! Bring an instrument, plus a stand if you have one. All skill levels and ages are welcome, but while this is gorgeous music I can only guarantee one piece with one very easy line (the cantus firmus *La Spagna*), so gauge whether this sounds fun to you accordingly (but if it does, come even if you can't hold a line; more people to have fun with is better!)
Over his life, Isaac worked for such famous patrons as Lorenzo dei Medici (il Magnifico!) and the Holy Roman Emperor Maximilian. He wrote in a great many styles; his most famous piece, *Innsbruch Ich Muss Dich Lassen* , is a hauntingly beautiful song about leaving one's home, but he also had a gift for combining rhythmic patterns like puzzle pieces in his instrumental pieces that I have found few composers to match. We will play through a selection of favorites.

Come Play With Us: *Many Regrets*

Mistress Rebecca da Firenze West 1 hour
Tue Aug 4 2:00 PM - 15:00 Performing Arts Rehearsal

Hayne's Allez Regrets was a top hit that started a long sequence of *Regret chansons* , all playing off it to some extent: *Veniz Regrets, Le Grand Regret, Mille Regrets,* and so on. We will play a selection of our favorites, definitely including the original. Bring an instrument, plus a stand if you have one. All skill levels and ages are welcome, but while this is gorgeous music it is intermediate difficulty with fairly equal lines; if that sounds fun to you, come join us!

Come Play With Us: *Odhecaton*

Mistress Rebecca da Firenze West 1 hour
Thu Jul 30 2:00 PM - 15:00 Performing Arts Rehearsal

The *Odhecaton* is the first printed book of music from 1501, and covers more or less the top hits of the previous 50 years, making it a wonderful sampler of mid- to late-15th-century music. It has a mix of more and less complicated pieces. We'll play through some favorites, picking based on who we get, so don't worry about coming if you're not as experienced. Bring an instrument and stand if you have one. All ages welcome.

Creating Rhythms - A World Music Drumming Game

Erica No Kingdom 1 hour
Tue Aug 4 4:00 PM - 17:00 Touch the Earth

Roll a set of D&D dice to decide the number of beats in the rhythm, and what combination of hits and rests you'll play. Build new rhythms on the spot! This fun game is great training for any level of drummer. Learn to break out of the regular known rhythms and comfortable time signatures. Let's get weird together!

Doumbek Rockstar: Pop, Roll, Snap and Slap!

Lord Carmine East 1 hour
Mon Aug 3 3:00 PM - 16:00 Touch the Earth

In this workshop, you will learn techniques and new hits to use on your dumbek. These are the rock star tricks! Learn how to incorporate these hits into rhythms and solos to really spice up your playing. This workshop is perfect for any drummer who knows the basics.

Evening Harp Social

Duchess Aria de Chatillon Outlands 3 hours
Sun Aug 2 7:00 PM - 22:00 Du Puy Creations Merchant Booth
Handouts Limit 20
Materials Limit 10

An evening of talking harps, playing harps, and just hanging out at the DuPuy Creations Booth on Merchant Row.

Exploring English Composer Anthony Holborne

THL Jolicia atte Northclyfe Midrealm 1 hour
Thu Jul 30 2:00 PM - 15:00 Battlefield Loud
Handouts Limit 10 $1.00

English composer Anthony Holborne is remembered for his 1599 collection of dance tunes, which is the largest extant source of instrumental music by a single composer from this period. We'll discuss Holborne's life and work and then play some of his most popular pieces. Period and non-period instruments, as well as listeners, are welcome! Sheet music will be provided. $1 fee for photocopying.

Exploring World Rhythms & Melodies with DragonSong

DragonSong No Kingdom 1.5 hours
Wed Jul 29 7:30 PM - 21:00 Bog U

Join us lakeside, at the ruins of the Casa Bardicci, as we play music and dance the sun down. Bring a drum, instrument, or dance along. All levels of musicians and dancers are welcome. We will teach classic drum rhythms on the fly and include some traditional songs of old that are jam friendly and fun to share. This workshop will be facilitated by Jeremy, Brighid, and Marrakesh of DragonSong. Please bring a chair and water if you require them.

Frame Drumming 101

Tommaso Franceschi Midrealm 1 hour
Thu Jul 30 12:00 PM - 13:00 Middle Eastern
Tue Aug 4 12:00 PM - 13:00 Middle Eastern

Tar, bendir, lag-na, Patayani thappu ... Frame drums are built and played every where/when we study. We'll introduce some of the more common varieties of hand drums as well as their fundamental techniques. Some discussion of stick-played drums is included, but this is not the emphasis. *Bodhrans* are allowed but not recommended. A limited number of loaner drums will be available.

Gathering of the Louds

Sir Mieczko the Swift Midrealm 1.5 hours
Fri Jul 31 12:30 PM - 14:00 Battlefield Loud
Sun Aug 2 12:30 PM - 14:00 Battlefield Loud
Tue Aug 4 12:30 PM - 14:00 Battlefield Loud
Handouts Limit 20

Glorious loud band music! Ensemble pieces for shawms, *dulcians* , and *rauschfifes* (and other double reed instruments) along with sackbuts and cornetti. We'll do double choir pieces when possible. There is a Facebook page Known World Gathering of the Louds that will have updates.

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Fri Jul 31 12:30 PM - 14:00 University Battlefield
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Harp 101 - How to Get Started!

Duchess Aria de Chatillon Outlands 1 hour
Thu Jul 30 10:00 AM - 11:00 Du Puy Creations Merchant Booth
Tue Aug 4 10:00 AM - 11:00 Du Puy Creations Merchant Booth
Handouts Limit 15

It's exactly what it sounds like: we'll cover hands-on 'harp stuff'. How to choose a harp, how to tune, how to hold your hands and balance the instrument, and you'll leave with some exercises and practice to get started.

Harping on Harps

THN Nadbroicc inigena Druisten Northshield 1 hour
Sun Aug 2 10:00 AM - 11:00 Du Puy Creations Merchant Booth
Handouts Limit 1

A brief introduction to the various types of harp that were played in the British Isles - mainly Scotland, Wales, and Ireland - during the medieval time period. I will cover the differences between these harps and those that were commonly played on the European continent, go into what makes them unique, and discuss the folk harp revival of the modern era and where these harps fit in. This is primarily a lecture-style class, with a printed handout which includes color plates and resources for finding out more about these wonderful instruments, as well as a "petting zoo" of my wire-strung Gaelic harps!

Here. Play This. Now.

THL Siri Toivosdotter Midrealm 1 hour
Wed Jul 29 3:00 PM - 16:00 Performing Arts Rehearsal
Handouts Limit 30 $1.00

Sight-reading class for recorders or other C and F instruments. Bring a music stand or use one of our loaners. Safe space for honing your sight-reading skills.

Intermediate Dumbek

Lady Zakiyyah Ayagachin Al-Sharq East 1 hour
Sun Aug 2 4:00 PM - 17:00 Touch the Earth

For those who are comfortable on dumbek and want to explore a bit more.

Interpreting *Cantigas* on Your Own

Mistress Amelie d'Anjou Midrealm 1.5 hours
Sat Aug 1 3:00 PM - 16:30 A&S 9
Handouts Limit 20 $1.00

The *Cantigas de Santa Maria* are a well-known music source, but can you read the original notation yourself? Yes! By learning just a bit of medieval notation, you can check current transcriptions or even do your own! Why? Because some of the current versions out there are arguably wrong, and because it's fun. [*cantigas* #100, 166, 1, 340, 77] Handout included.

Intro to Split Finger Drumming

Connor Atlantia 1 hour
Sun Aug 2 3:00 PM - 16:00 Touch the Earth
Thu Aug 6 1:00 PM - 14:00 Touch the Earth

An introduction to the Turkish split finger technique for *darbuka* (AKA dumbek). This is an intermediate class geared towards musicians who want to take their drumming to the next level.

Intro to West African Hand Drumming

Erin East 1 hour
Thu Jul 30 2:00 PM - 15:00 Clan Cambion (E15)

Learn the basics of drumming and be introduced to the concept of "layering" beats to create some of the distinct polyrhythmic patterns and interlocking rhythms of West African drumming. Share in a tradition deeply rooted in storytelling, ritual, and community celebration. This class is great for *djembes* ! Please bring a drum and a chair! Cowbells, shakers, and other drums are welcome to follow along. (Please note: this class is held in a private camp, so all minors must be accompanied by a parent or court-appointed guardian.)

Intro to West African Hand Drumming

Erin East 1 hour
Thu Jul 30 4:00 PM - 17:00 Bog U

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Irish Frame Drum: Introduction to the *Bodhrán*

The Honorable L Líadan Liathán Midrealm 2 hours Sat Aug 1 3:00 PM - 17:00 Downtown Campus
Tue Aug 4 4:00 PM - 18:00 University Battlefield

The acclaimed *bodhránista* from Three Weird Sisters teaches how to choose and care for the *bodhrán* : what makes a good tipper; tune and set structure; how to identify and play jig, reel, hornpipe, slip jig, polka rhythms; session etiquette; *bodhrán* jokes. Learn secret arcane hand gestures to amaze and stun your listeners. Demonstration of how to adapt *bodhrán* drumming to period music. Bring a *bodhrán* if you have one. A few loaner drums will be available. Teens and older welcomed.

Known World Brass Choir

Sir Mieczko the Swift Midrealm 1.5 hours
Thu Jul 30 12:30 PM - 14:00 Battlefield Loud
Sat Aug 1 12:30 PM - 14:00 Battlefield Loud
Mon Aug 3 12:30 PM - 14:00 Battlefield Loud
Wed Aug 5 12:30 PM - 14:00 Battlefield Loud
Handouts Limit 20 $2.00

Works from Renaissance composers played on brass instruments!

Bring your cornetto, your sackbut, *lysarden* , serpent or other brass instruments. Modern trombones and trumpets are ok, if that is what you have.

Bring a chair, a stand (a few loaners may be available), some paper clips, and a pencil. This year we intend to prepare a performance for the European Music Expo. There is a Facebook Group for info, and access to the music in advance (print your own and bring it). It is titled "Known World Brass Choir."

Known World Broken Consort

Honorable Lady Elizabeth de Spaldyng Atlantia 1 hour
Sat Aug 1 4:30 PM - 17:30 Performing Arts Rehearsal
Sun Aug 2 4:30 PM - 17:30 Performing Arts Rehearsal
Mon Aug 3 4:30 PM - 17:30 Performing Arts Rehearsal
Tue Aug 4 4:30 PM - 17:30 Performing Arts Rehearsal

Period music ensemble for winds, brass, strings, and percussion - a true broken consort! Medieval and Renaissance pieces. Intermediate to advanced level. Practices on Saturday 8/1 to Tuesday 8/4. Bring instrument (period or closest modern equivalent) and music stand. Music provided on Known World Choir website."

Known World Recorder Ensemble

THL Siri Toivosdotter Midrealm 1.5 hours
Sun Aug 2 3:00 PM - 16:30 Performing Arts Rehearsal
Mon Aug 3 3:00 PM - 16:30 Performing Arts Rehearsal
Tue Aug 4 3:00 PM - 16:30 Performing Arts Rehearsal
Wed Aug 5 3:00 PM - 16:30 Performing Arts Rehearsal
Handouts Limit 20 $2.00

Recorder players of intermediate and above abilities are invited to participate in this ensemble. Join us in having fun and making music together! We will meet for four rehearsals: Sunday - Wednesday in the PARC; Concert, 6 pm, Thursday of War Week in the PA Tent. **Age limit: 12 and up.**

A limited number of soprano and alto recorders are available for loan. If you play more than one instrument, bring them all. Please bring a music stand if you have one; loaners available. Bring a 1/2" black binder. Sheet music (intermediate to advanced) will be provided. $2 for music packet, or free PDFs can be found on the Facebook group: Known World Recorder Ensemble. Email the instructor: The Honorable Lady Siri Toivosdotter (JoniSyngs@gmail.com).

Late-Period Rounds

Mistress Elizabeth of Dendermonde West 1 hour
Wed Jul 29 1:00 PM - 14:00 Battlefield Loud

Come help sing through (or listen to) some late-period rounds.

Loud Band 102: Making It Beautiful

Master John Elys East 2 hours
Fri Jul 31 2:30 PM - 16:30 Performing Arts Rehearsal
Mon Aug 3 1:00 PM - 15:00 Performing Arts Rehearsal

So you've got (or borrowed) a shawm, bombard, dulcian, sackbut, or cornetto, and you can make sounds on it. How do you make them beautiful and musical? A collection of tips and exercises on breath, tonguing, placement, posture, intonation, and phrasing from various professionals I've studied with.

Meet the Onion Flute (and the Kazoo Zoo)!

Magister Hilla Stormbringer Midrealm 1 hour
Tue Aug 4 1:00 PM - 14:00 Youth University
Materials Limit 25

It's not (just) for shenanigans! Have you ever heard of the onion flute? This lovely lesser-known instrument is the medieval equivalent of the kazoo. This class serves as an introduction to the onion flute, how it works, and how it is played, and different playing techniques. It will also demonstrate how to use the same techniques to play the modern kazoo, and show how size and shape and material and construction affect the sound of the instrument. Come and have some (serious?) fun as we explore together!
Please feel free to bring your own kazoos or onion flute. Some kazoos will be available to provide to those who have none.

Meet the Onion Flute (and the Kazoo Zoo)!

Magister Hilla Stormbringer Midrealm 1 hour
Thu Aug 6 11:00 AM - 12:00 Teen University
Materials Limit 25

It's not (just) for shenanigans! Have you ever heard of the onion flute? This lovely lesser-known instrument is the medieval equivalent of the kazoo. This class serves as an introduction to the onion flute, how it works, and how it is played, and different playing techniques. It will also demonstrate how to use the same techniques to play the modern kazoo, and show how size and shape and material and construction affect the sound of the instrument. Come and have some (serious?) fun as we explore together!
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Meet the Onion Flute (and the Kazoo Zoo)!

Magister Hilla Stormbringer Midrealm 1 hour
Sun Aug 2 11:00 AM - 12:00 Battlefield Loud
Materials Limit 25

It's not (just) for shenanigans! Have you ever heard of the onion flute? This lovely lesser-known instrument is the medieval equivalent of the kazoo. This class serves as an introduction to the onion flute, how it works, and how it is played, and different playing techniques. It will also demonstrate how to use the same techniques to play the modern kazoo, and show how size and shape and material and construction affect the sound of the instrument. Come and have some (serious?) fun as we explore together!
Please feel free to bring your own kazoos or onion flute. Some kazoos will be available to provide to those who have none.

Mid-East Rhythm Review

Lord Carmine East 1 hour
Sat Aug 1 2:00 PM - 15:00 Middle Eastern

This class is for everyone! A gentle introduction to Middle Eastern rhythms. Great for dancers and musicians. Bring your dumbek, frame drum, zills, *djembe* , bongos, slide whistle, whatever! This is perfect for first-timers or western musicians who want to learn some ME rhythms.

Middle Eastern Melody and Drumming

Samir Atlantia 1 hour
Mon Aug 3 3:00 PM - 16:00 Middle Eastern

Eastern Melody and Drumming classes will focus on learning both the melody and the rhythm for a variety of simple folk songs from the middle east. Bring your favorite melody instrument or a drum or both is you are so inclined. We will practice playing the melody with the basic rhythm along with drumming variations to include in a drum break in between the melody sections. A limited number of handouts including historical notes, drumming notations, melody notations, and sheet music will be available on a first come basis. A Google docs copy of the handouts and MP3 files of the songs can be obtained by sending an email request to briansbeaman@gmail.com.

Song Name	Rhythm	Origin	Class Date
Dror Ykra	Maqsum	Hebrew	

8/3/2026
De Edad De Kinze Anyos Maqsum Sephardic
8/3/2026
Arhiminia Ayoub Greek
8/4/2026
Lamouni Bolero Tunisian
8/4/2026
aje Šukarije Malfuf Romani 8/5/2026
Mose Salio Ayoub Sephardic 8/5/2026

Middle Eastern Melody and Drumming

Samir Atlantia 1 hour
Tue Aug 4 3:00 PM - 16:00 Middle Eastern
Wed Aug 5 3:00 PM - 16:00 Middle Eastern

Middle Eastern Melody and Drumming classes will focus on learning both the melody and the ryhthm for a variety of simple folk songs from the middle east. Bring your favorite melody instrument or a drum or both is you are so inclined. We will practice playing the melody with the basic rhythm along with drumming variations to include in a drum break in between the melody sections. A limited number of handouts including historical notes, drumming notations, melody notations, and sheet music will be available on a first come basis. A Google docs copy of the handouts and MP3 files of the songs can be obtained by sending an email request to briansbeaman@gmail.com.

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Lamouni	Bolero	Tunisian	8/4/2026
aje Šukarije	Malfuf	Romani	8/5/2026
Mose Salio	Ayoub	Sephardic	8/5/2026

Modern Music for the Medievally Minded

Pia Maletesta d'Rimini East 1.5 hours
Fri Jul 31 2:00 PM - 15:30 A&S 9

Do you play music by ear or jam with others but wish you had a grasp on reading modern notation? Learn basics or review music theory. Will touch on scales, circle of 5ths, modes, how to find improvisational tonal points, clefs and other basic fundamentals of music and how they relate to what **you** do medievally in music. Think Theory 101 with charts and graphs.

Moving Your Harp Technique to the Next Level

Duchess Aria de Chatillon Outlands 1 hour
Thu Aug 6 10:00 AM - 11:00 Du Puy Creations Merchant Booth
Handouts Limit 10
Materials Limit 10

Fretting about crossovers? Can't figure out exactly what they mean by "elbows up?" Frustrated and videos aren't helping? Chances are that a minute change in technique can create the "ah-ha" moment you need! This is going to be a free-form class based on the needs of the participants. We'll work on basic body efficiency and principles of harp technique. Bring your harp; we'll meet you where you are, and you'll learn a lot! A few harps may be available to borrow for class.

Aria has been a pedal and lever harpist for nearly 50 years, with degrees in pedagogy and a focus on technique that works with the body for maximum performance and efficiency.

Ottoman Music from the Time of Playford

Mistress Amelie d'Anjou Midrealm 1.5 hours
Tue Jul 28 11:00 AM - 12:30 A&S 9
Handouts Limit 20 $1.00

In 1650 and then in 1700, two Europeans notated music of the Ottoman court. We'll cover a bit of theory, but let's try listening to and playing some of this genre. Bring a melody instrument or a drum. Handout with music and sources.

Owain Phyfe's Music: Songs that Inspired Him, Pt 2

THL Siri Toivosdotter Midrealm 1.5 hours
Wed Jul 29 1:00 PM - 14:30 Performing Arts Rehearsal
Handouts Limit 30 $1.00

Owain Phyfe was a well-known Pennsic performer, and he roamed the country entertaining at many Renaissance Festivals. He would find medieval and Renaissance songs and make them his own. We will discover the originals (as best we can find them) that inspired his performances. We will listen to some recordings and sight read some of the songs. Bring your voice and/or instruments and your mug for toasting! All these songs are new to this class series.

Pennsic Youth Choir

Mistress Arianna of Wynthrope Aethelmearc 1 hour
Sat Aug 1 1:00 PM - 14:00 A&S 9
Sun Aug 2 1:00 PM - 14:00 A&S 9
Mon Aug 3 1:00 PM - 14:00 A&S 9
Tue Aug 4 1:00 PM - 14:00 A&S 9
Wed Aug 5 1:00 PM - 14:00 A&S 9

Youth Choir is open to all youth ages 12-19 who enjoy choral singing. No audition is required; we're here to have fun! We will participate in a dress rehearsal/recording session on Thursday, Aug. 8, at noon, and perform that evening at 6:30 pm, as part of the Pennsic Choirs Concert. Due to Pennsic requirements, youth under age 14 must have a parent or accountable adult or older teen with them at rehearsals. The Director cannot assume that responsibility.

Period Drinking Songs

Meisterin Rosina von Schaffhausen East 2 hours
Fri Jul 31 4:00 PM - 18:00 Bog U
Handouts Limit 25 $4.00

Learn to sing a variety of period songs about consuming alcoholic beverages from across Europe. The songs vary in difficulty from easy unison and rounds to harmony with up to four parts, so anyone can participate. Music will be available to take with you. If you have heard of the Pennsic Drinking and Singing Walk or the *Hymni Bacchi* , this is the music we sing. This class might take place in a tent without chairs, so please consider bringing your own. **18". Parents or guardians attend with their youth under 18.**

Adults Only! We will be singing songs about alcohol, I would prefer that parents or guardians attend with their youth under 18.

Period Drinking Songs

Meisterin Rosina von Schaffhausen East 2 hours
Sat Aug 1 2:00 PM - 16:00 Bog U
Handouts Limit 25 $4.00

Learn to sing a variety of period songs about consuming alcoholic beverages from across Europe. The songs vary in difficulty from easy unison and rounds to harmony with up to four parts, so anyone can participate. Music will be available to take with you. If you have heard of the Pennsic Drinking and Singing Walk or the *Hymni Bacchi* , this is the music we sing. This class might take place in a tent without chairs, so please consider bringing your own. **18+. Parents or guardians attend with their youth under 18.**

Adults Only! We will be singing songs about alcohol, I would prefer that parents or guardians attend with their youth under 18.

Pre-16th-Century Musical Modal Improvisation

Master Albrecht Catsprey Ansteorra 1.5 hours
Wed Jul 29 1:00 PM - 14:30 Cafe Merhaba
Fri Jul 31 1:00 PM - 14:30 Cafe Merhaba
Tue Aug 4 1:00 PM - 14:30 Cafe Merhaba

This musician class for acoustic instruments to learn medieval modal improvisation will teach the student to create melodies on the spot for both freeform and structured rhythmic forms. Students are required to be very familiar with their instruments. Reading music is not required but really helps, especially your major and natural minor scales. **College level.**

Adults Only! College level musical knowledge is highly recommended.

Renaissance Music Mixed Consort Play Session

Nicholas Trent Atlantia 1.5 hours
Fri Jul 31 2:00 PM - 15:30 Battlefield Loud
Wed Aug 5 11:00 PM - 00:30 Battlefield Loud
Handouts Limit 12

Join us to play a variety of music from the Renaissance. Viols, recorders, lutes, and percussion are all welcome as well as other period instruments. Bring a stand. Participants should be comfortable reading multi-part music which will be provided.

The Odd Drummer: 5, 7, 9, and Other Strange Stuff

Ziggy Atlantia 1.5 hours
Fri Jul 31 11:00 AM - 12:30 Touch the Earth
Sat Aug 1 12:00 PM - 13:30 Touch the Earth
Sun Aug 2 11:00 AM - 12:30 Touch the Earth
Mon Aug 3 11:00 AM - 12:30 Touch the Earth
Handouts Limit 20 $0.50

This is a basic/pre-advanced drumming class. Rhythm exercises will strengthen both right and left hands with different accents. Learn different rhythms and patterns beyond the basic 2, 4, and 8 counts. **Bring your own drum** .

Ukrainian Folk Singing Workshop

Lady Crimson Kate McPhee East 1.5 hours
Tue Aug 4 11:00 AM - 12:30 Touch the Earth
Handouts Limit 20

The instructor will teach 2-3 Ukrainian folk songs, depending on how quickly things progress. You will learn the pronunciation and translation of the lyrics, the melodies, and the harmonies. The intention is to be able to perform these songs at Pennsic. No knowledge of Ukrainian is necessary. Hard copies of lyrics will be available at no charge.

Viola da Gamba Reading Session

Master Albrecht Catsprey Ansteorra 2 hours
Sun Aug 2 1:00 PM - 15:00 Cafe Merhaba
Thu Aug 6 1:00 PM - 15:00 Cafe Merhaba

This will not be a class but an actual reading session for intermediate reading level musicians with historical (pre-18th c.) bowed instruments: Viola da Gamba, vielles, Renaissance violin (gut strings and ren bow REQUIRED). We will be reading charts (quartet or quintet depending upon who chimes in pre-Pennsic) with maybe a few challenging fantasias (train wreck potential = 80%). We will be playing at 440. Bring music stand and clothes pins. **College-level**

Adults Only! College level music reading required. Gut strings and historical bows REQUIRED

World Music Rhythms

Erica No Kingdom 1 hour
Mon Aug 3 1:00 PM - 14:00 Touch the Earth

Not a drum class! This is a crash course in over a dozen of the most common rhythms heard at Pennsic. We cover selections from the Arabic, Turkish/Ottoman, Greek, and Balkan regions. Learn the names, and how to speak a rhythm for study, practice, and communicating with fellow dancers, drummers, and musicians. "If you can say it, you can play it!"

Writing Period-Style Ballads

Ollaimh Ruaidhri an Cù Atlantia 1 hour
Wed Jul 29 12:00 PM - 13:00 A&S 9
Tue Aug 4 12:00 PM - 13:00 A&S 9
Thu Aug 6 12:00 PM - 13:00 A&S 9

Learn about the elements of the period ballad and then write your own period-style ballad. The class comprises three formal sessions. During the first session, students will be taught how to recognize and employ the elements of period ballads. The second session will be a working session during which the students will be able to get assistance and advice in writing their ballads. In the final session, students will finish and present their ballads.

PERFORMING ARTS: OTHER

Auditions for *Chorulus Pennsicus*

Pia Maletesta d'Rimini East 1 hour
Sun Aug 2 5:30 PM - 18:30 Camp Lochmere: N18

Chorulus Pennsicus is the select choir of the Known World Choir. Participation is by audition only, and these auditions are for **next** year's Pennsic. You need to be able to read music and learn multi-part Renaissance vocal music.

Odori : Japanese Dance Workshop

Solveig Þrándardóttir Aethelmearc 2 hours
Tue Aug 4 3:00 PM - 17:00 Clan Yama Kaminari (E03)
Handouts Limit 20 $5.00

Dance played and continues to play an important role in Japanese Culture. After an introduction to common features in Japanese dance, this workshop focuses on festival dances.

Bawdy Tales & Better Jokes - A Comedy Roundtable

Lady Avelina del Dolce No Kingdom 2 hours
Mon Aug 3 2:00 PM - 16:00 A&S 9

You've seen her on the Pennsic stages for twenty-three years. For the last two years, Avelina del Dolce has taken her love of comedy and studied, practiced, and enchanted audiences as a comedian. This journey has led her into a deep dive to analyze historical and modern comedic elements to connect with diverse audiences.
Avelina del Dolce invites all gentles from the Known World to join her in a comedy roundtable discussion on the elements of comedy. This is a roundtable discussion on the tenets of comedy, how to connect with audiences, punching up - not down, and other topics. Feel free to bring your notes and jokes, let's make our comedy better!

Magic as a Performing Art

Dr Henry Best Midrealm 1 hour
Thu Aug 6 11:00 AM - 12:00 A&S 12

Theory and practice of magic as a performance art, taught by a professional magician. We will cover three period tricks from Scot's *Discoverie of Witchcraft* , 1584, for close-up, parlor, and stage. The class will be sworn to secrecy and real working methods will be taught. Students will be granted free access to an online library of 100 magic books.

My Ukulele Is a Guitar

Tommaso Franceschi Midrealm 1 hour
Wed Aug 5 2:00 PM - 15:00 A&S 9

The history of the Renaissance 4-course guitar and its direct descendant the baritone ukulele. The story of the lute's much lesser-known cousin, its surviving music, and its general disreputation.

Sign Language for Bards and Performers

Mistress Tegan de Moreton Atlantia 1 hour
Wed Jul 29 12:00 PM - 13:00 A&S 8

Learn some of the basics on how to adapt your song, poem or story in American Sign Language. Bring a piece to work on. Knowledge of ASL is needed for adapting your work to ASL. If you are just interested in learning what is involved in adapting performance arts into ASL you are still welcome. Resource suggestions for learning performance ASL will be available in the handout as well as resources for learning American Sign Language.

Tarot Cards Against Humanity

THL Tristan Lechanticler East 1 hour
Wed Jul 29 10:00 AM - 11:00 A&S 9
Mon Aug 3 10:00 AM - 11:00 A&S 9

Learn medieval techniques for using 15th-C poker decks with 21 jokers to reveal deep truths through improvised tales and poems. Divination with the cards started as a parlor game. But like post-modern comic improv, the randomness can reveal a lot about the human condition and just unstick the creative processes.

PERFORMING ARTS: THEATER

Lysistrata Auditions

Perronnelle de Croy East 2 hours
Tue Aug 4 1:00 PM - 15:00 Amphitheater
Fri Aug 7 1:00 PM - 15:00 Amphitheater

Auditions are open for any individual interested auditioning for the Pennsic 53 show, *Lysistrata* . No monologue necessary.

Whose Line Doth It Be Auditions

Mistress Aibhilin inghean Daibhidh Trimaris 2 hours
Mon Aug 3 4:00 PM - 18:00 Amphitheater

Audition to be in the 7:00 pm *Whose Line Doth It Be* show. We will do a variety of games and select performers for the show.

Jest Foolin' Around: Period Fools and Jesters

TH Niccolò Bartolazzi Midrealm 1 hour
Tue Aug 4 10:00 AM - 11:00 Amphitheater

Some history and traditions to the profession of making laughter in the Middle Ages and Renaissance.

Medieval Drama

Magistra Fiana of Clare Meridies 1 hour
Sat Aug 1 10:00 AM - 11:00 A&S 7
Handouts Limit 25 $1.00

A brief introduction to formal medieval drama, including mystery, morality, and miracle plays. Focus is on English and European plays.

Pennsic Youth Theatre

Baroness Edekyn O Fierhie Aethelmearc 1 hour
Sun Aug 2 3:00 PM - 16:00 Amphitheater
Mon Aug 3 3:00 PM - 16:00 Amphitheater
Tue Aug 4 3:00 PM - 16:00 Amphitheater
Wed Aug 5 3:00 PM - 16:00 Amphitheater
Thu Aug 6 3:00 PM - 16:00 Amphitheater
Fri Aug 7 3:00 PM - 16:00 Amphitheater

For kids ages 5-17 interested in exploring their creative and theatrical sides through storytelling, acting, and producing their very own play! Come join us as we build a theatre show from the ground up, giving younger kids a creative outlet for all that pent-up camping energy. **Children 12 and under must have a parent or guardian present.**

Shakespeare's Fools

Mesterno Zsof Midrealm 1 hour Wed
Aug 5 11:00 AM - 12:00 A&S 9

We will discuss the actors who influenced the role of the Fool in Shakespeare's plays. Class will include lecture and scene readings.

The Pennsic Mightier: Improv Workshop (Long Form)

Douglas Douglas East 2 hours
Tue Jul 28 1:00 PM - 15:00 Amphitheater
Wed Jul 29 1:00 PM - 15:00 Amphitheater
Thu Jul 30 1:00 PM - 15:00 Amphitheater
Fri Jul 31 1:00 PM - 15:00 Amphitheater

This improv workshop is designed to address intermediate and advanced level improv skills focused on creating unique characters, building relationships, committing to a scene, and exploring long-form improv. Long-form improv is a building block for work in commedia and sketch comedy. The character and scene work will improve your overall acting skills as well as building confidence in everyday life.
This workshop will culminate in a performance on Friday 7/31 in the Performing Arts Tent however the performance is optional if you would prefer to attend the workshops without performing live.
You must have prior improv experience (modern experience or prior Pennsic classes, etc.) and be familiar with the basics of “Yes, and” to participate in this class. Those without experience may be allowed at the instructor’s discretion.
You do not have to attend every workshop; however, different skills will be addressed each day and attendance at all is beneficial. The Friday workshop is mandatory if you would like to perform in the show.
This class is for ages 18 and up; however, younger students may be allowed with both parental and instructor permission. Please attend the first workshop (with a parent, for those under 18) or contact the instructor in advance to participate.
Adults Only! *This class is for ages 18 and up; however, younger students may be allowed with both parental and instructor permission.* Please attend the first workshop (with a parent, for those under 18) or contact the instructor in advance to participate.
This class is intended for adult learners.

The Pennsic Mightier: Improv Workshop (Short Form)

Douglas Douglas East 2 hours
Tue Jul 28 9:00 AM - 11:00 Amphitheater
Wed Jul 29 9:00 AM - 11:00 Amphitheater
Thu Jul 30 9:00 AM - 11:00 Amphitheater
Fri Jul 31 9:00 AM - 11:00 Amphitheater

This improv workshop is designed to address fundamental improv skills for all experience levels with a focus on short form improv. This includes learning how to incorporate “Yes, and” into your performance as well as how to be a good scene partner. Short form improv is a building block for thinking quickly on your feet, building confidence as a performer, and honing the skills required for long form improv.
You do not have to attend every workshop, however different skills will be addressed each day and attendance at all is beneficial.
This class is for ages 18 and up; however, younger students may be allowed with both parental and instructor permission. Please attend the first workshop (with a parent, for those under 18) or contact the instructor in advance to participate.
Adults Only! *This class is for ages 18 and up; however, younger students may be allowed with both parental and instructor permission.* Please attend the first workshop (with a parent, for those under 18) or contact the instructor in advance to participate.
This class is intended for adult learners.

PERSONA

Beginning Irish Language for SCAdians

The Honorable L Líadan Liathán Midrealm 2 hours
Thu Jul 30 3:00 PM - 17:00 A&S 2
Mon Aug 3 9:00 AM - 11:00 A&S 1
Handouts Limit 15 $2.00

A basic introduction to the Irish language (modern, not ancient). Learn pronunciation and grammar, pronouns and SCA-related vocabulary, how to introduce yourself and tell someone where you are from, how to count, how to ask and answer simple questions, and some easy conversations.

Being Your Persona

Master Cariadoc West 1 hour
Wed Jul 29 12:00 PM - 13:00 Downtown Campus
Wed Aug 5 10:00 AM - 11:00 A&S 1
Handouts Limit 30

How to maintain the illusion at an event that you are a period person interacting with other period people.

Courtesan Persona 101 - CCt

Baronessa Ginevra Fiammetta di Silvestri Atlantia 2 hours
Thu Aug 6 10:00 AM - 12:00 Courtesan College - B03

This is an **adults only** class for those interested in portraying a courtesan persona in the SCA. People of all ages **over 18** and all genders welcome. We will be discussing how to speak and act like an elite sex worker and how to handle a number of situations you might find yourself in while in persona at events. For a list of content warnings or any further information, please contact Ginevra at ginevrafiammettadisilvestri@gmail.com.
Please note: Courtesan Camp is a nudity friendly space.
Adults Only! Main topics are sexuality and sex work

Create Your Character

Lady Winifride Barnes Northshield 1 hour
Wed Aug 5 12:00 PM - 13:00 A&S 2

Personas come in all kinds of flavors! This class discusses personas in the context of the SCA, as well as tips and tricks for developing your own.

Eyeliner Fit for Egyptian Royalty

Philippi Midrealm 1 hour
Tue Aug 4 12:00 PM - 13:00 Teen University

The Romans had a long history of "borrowing" the rich palette of beauty standards of their Greek and Egyptian neighbors. Many of the popular well-traveled cosmetology practices of then hold true today. We will not focus on the negatives of historical beauty standards! Instead, in a class setting, we will learn about and interact with safe, accessible modern variations of kohl eyeliner meant for the enhancement of the eyes, while also hearing stories of how eyeliner played a part in the artistic documentation of ancient Roman beauty.

Participants will receive powdered eyeliner makeup samples and application tools to use during class, and to take home.

Attendees should plan to attend the class with a fresh, powdered face, if desired, and makeup-free eyes. Skin tint foundations will not be included, and should be applied before or after class as desired. Handwashing and sterilized tool practices will be encouraged. All genders and identities are welcome; beauty has no barrier.

Eyes like Cleopatra - CCt

Philippi Midrealm 1 hour

Thu Jul 30 3:00 PM - 16:00 Courtesan College - B03

Materials Limit 20 $3.00 khol powdered makeup, khol application stick, small mirror, plate for powders

The Romans had a long history of "borrowing" the rich palette of beauty standards of their Greek and Egyptian neighbors. Many of the popular well-traveled cosmetology practices of then hold true today. We will not focus on the negatives of historical beauty standards! Instead, in a class setting, we will learn about and interact with safe, accessible modern variations of kohl eyeliner meant for the enhancement of the eyes, while also hearing stories of how eyeliner played a part in the artistic documentation of ancient Roman beauty; specifically the travels of Gaius Julius Caesar into Egypt, leading to the great impacts in beauty standards on Roman culture by Cleopatra VII *Thea Philopator* .

Participants will receive powdered eyeliner makeup samples and application tools to use during class, and to take home. Attendees should plan to attend the class with a freshly powdered face, if desired, and makeup-free eyes. Skin tint foundations will not be included, and should be applied before or after class as desired. Handwashing and sterilized tool practices will be encouraged.

All genders and identities are welcome; beauty has no barrier. **Age 18+.**

Please note: Courtesan Camp is a nudity friendly space.

Adults Only! Location and adult context

I Bite My Thumb at Thee: Medieval Insults - CCt

Lairde Hextilda Corbett Ansteorra 1.5 hours

Thu Jul 30 11:00 AM - 12:30 Kingdom Ansteorra - BFT

Tue Aug 4 11:00 AM - 12:30 Kingdom Ansteorra - BFT

Swearing is universal — but profanity has a history.

Every culture has developed creative ways to insult enemies, scandalize neighbors, blaspheme dramatically, and complain colorfully about daily life. This class explores the rich, rude, and often hilarious history of profanity and verbal insults across medieval and early cultures.

We'll examine how different societies swore by their gods, their bodies, and their social taboos; how insults reveal cultural values; and why some "bad words" lose their sting while others remain shocking for centuries. Along the way, we'll sample memorable historical insults, inventive curses, and scandalous turns of phrase from a variety of languages and texts. We may even hurl a few insults at each other!

Expect linguistic oddities, cultural context, and plenty of laughter — all approached from a scholarly perspective with enthusiastic immaturity.

Rated M for (im)Mature Language **18+**

Adults Only! There's a lot of swearing. Like, a LOT.

Intermediate Irish Language for SCAdians

The Honorable L Líadan Liathán Midrealm 2 hours

Fri Jul 31 3:00 PM - 17:00 A&S 2

Mon Aug 3 4:00 PM - 18:00 A&S 1

Handouts Limit 10 $2.00

Already speak *a cupla focal* (a few words) in Irish? Or have you attended the Beginning Irish Language class? Brush up your basics and keep the momentum going. Learn more SCA-related phrases to start conversations, and some Irish blessings and curses.

Irish Honor Price and Sumptuary Laws

The Honorable L Líadan Liathán Midrealm 1 hour

Thu Jul 30 12:00 PM - 13:00 A&S 1

Tue Aug 4 9:00 AM - 10:00 A&S 3

The Brehon Laws set every aspect of life by the strict adherence to a caste system known as honor price. Your honor price (or lack of one) determined where you lived and who lived with you, what you ate, how you dressed, which and how many colors and patterns you wore. This class will help you develop your honor price and dress to express it.

Scythian Meet-up and Potluck

Satrakes Skuthes Atlantia 1 hour

Sun Aug 2 5:00 PM - 18:00 Black Mountain, Booth 86

Have a Scythian, Saka, Sarmatian, or other early period steppes persona? Interested in some aspect of those cultures? Come hang with others exploring these cultures, and talk about your relevant projects, passions, and questions. We're planning for a potluck approach as well, so feel free to bring something or not as you're able - our hosts at Black Mountain will provide fruit and tea.

Welsh Persona Meet-Up

Honorable Lord Dai Gerdwr Midrealm 1.5 hours

Wed Aug 5 4:00 PM - 17:30 A&S 5

Croeso ! Are you Welsh or want to be? Meet with others who share a love for the culture and history to exchange information and resources.

Yes, We Have Vowels: A Brief Introduction to Welsh

Honorable Lord Dai Gerdwr Midrealm 2 hours

Wed Jul 29 10:00 AM - 12:00 A&S 6

Wed Aug 5 10:00 AM - 12:00 A&S 6

Basics of modern Welsh orthography and pronunciation, with a few useful phrases thrown in. Come find out where we hide the vowels!

RESEARCH

The Island Princess and English Colonial Fantasy

Viscondesa Jimena Montoya East 1 hour

Wed Jul 29 12:00 PM - 13:00 A&S 5

Handouts Limit 15

John Fletcher's *The Island Princess* (c. 1619-21) draws from reports of European traders in the East Indies, playing fast and loose with historical details to create a colonialist fantasy adventure with heroes, cowards, pagan gods, a tyrant, a prison break, a beautiful and exotic princess, and (of course) her last minute conversion to Christianity. The play saw immense popularity during the seventeenth and early eighteenth century, and has seen renewed interest in the 21st century, particularly in the ways it speaks to English ideas about "exotic" climes and peoples.

We'll talk about the play's treatment of "India" and the titular Island Princess, Armusia, as well as some historical and cultural contexts for shifting English ideas about English people and values in relation to the rest of the world.

You can find free online versions of the play at A Digital Anthology of Early Modern English Drama Info.

- Page for the play at EMED: https://emed.folger.edu/ip
- HTML version: https://emed.folger.edu/sites/default/files/folger_encodings/html/EMED-IP-3.html
- PDF version: https://emed.folger.edu/sites/default/files/folger_encodings/pdf/EMED-IP-reg-3.pdf

A Few Badass Female Poets of the Middle Ages

Viscondesa Jimena Montoya East 1 hour

Tue Jul 28 1:00 PM - 14:00 A&S 1

Fri Jul 31 2:00 PM - 15:00 A&S 1

Handouts Limit 15

Many people don't realize how many badass women wrote poetry during the Medieval period. This class is designed to introduce you to a few of them and a sample work or two from each. We'll look at authors from a range of cultures and periods and spend a little time reading their poems. Some poems may include mature topics. Ages 16 and up recommended. Handout provided.

Adults Only! Some poem content may be too mature for younger teens

A History of Sex Toys - CCt

THL Rosie Dubroc Midrealm 1 hour

Sat Aug 1 7:00 PM - 20:00 Courtesan College - B03

Since prehistoric times, people have been using objects to satisfy their sexual desires or enhance their sexual experiences with their partner. This class explores the origins of the adult toys available today. **Age 18+.**

Please note: Courtesan Camp is a nudity friendly space.

Adults Only! Sexually explicit material

Alchemy in Period

Lord Bryn of Celyddon Midrealm 1.5 hours

Mon Aug 3 1:00 PM - 14:30 A&S 4

Handouts Limit 20

An overview of what transmutational alchemy (both metallurgical and medicinal) was within antiquity, the medieval period, and the Renaissance. The course surveys what alchemy was and wasn't, where it was practiced, who its most prominent practitioners were, and what they achieved.

Be as the Bees: Ecology and Culture

Rav Ezra de Barcelona Midrealm 1 hour

Fri Jul 31 3:00 PM - 16:00 A&S 8

Mon Aug 3 3:00 PM - 16:00 A&S 8

The value of bee products, and the wealth that producing and trading them provided, influenced many decisions at high levels across many centuries in Europe. This class will examine the ways that beekeeping has shaped the physical development of entire regions, and how that development informs and was informed by contemporary cultural institutions.

Be as the Bees: The Great Exchange

Rav Ezra de Barcelona Midrealm 1 hour

Thu Jul 30 12:00 PM - 13:00 A&S 8

Tue Aug 4 3:00 PM - 16:00 A&S 8

Christian and Islamic powers, in spite of their religious conflicts, engaged in cultural and economic exchange that shaped both worlds in dialogue. This class examines the trade of honey and beeswax as a vehicle for this dialogue, and analyzes its origins and impacts.

Be as the Bees: The Role of Religion

Rav Ezra de Barcelona Midrealm 1 hour

Wed Jul 29 11:00 AM - 12:00 A&S 8

Sun Aug 2 3:00 PM - 16:00 A&S 7

Christianity, Judaism, and Islam dominated Europe and North Africa, and their tenets, theologies, and doctrines influenced apiculture as surely as anything else. This class is a discussion of the ways that religious institutions and beliefs shaped the production, trade, and demand for beeswax and honey in the Middle Ages.

Commonplace Books Past and Present

THL Rosie Dubroc Midrealm 1 hour

Tue Jul 28 10:00 AM - 11:00 A&S 5

Handouts Limit 20

Commonplace books have been used since antiquity as an organized way to save and compile knowledge. They take many forms and serve many purposes. This class will provide a brief history of the commonplace book and then provide information on how to use modern technology and a variety of apps to create your own digital commonplace book. This class also draws heavily on Tiago Forte's book *Building a Second Brain*.

Documentation is Not a Dirty Word

Viscountess Sylvie la chardonniere West 1 hour

Thu Jul 30 10:00 AM - 11:00 A&S 13

Handouts Limit 15 $1.00

Do you love making historical things, but dread writing down how you did it? You are not alone. In the SCA, "documentation" often feels like an academic chore designed to suck the fun out of your hobby. But it doesn't have to be!

This class strips away the intimidation factor and reframes documentation as a powerful storytelling tool. Whether you are entering an Arts & Sciences competition, trying to improve your craft, or just want to answer the question, "How do you know they had that in the 14th century?", this class is for you. Learn how to share your passion, satisfy the judges, and prove your historical accuracy without losing your sanity.

Gender, Vision, and the Use of Art

Noble Unn Atlantia 1.5 hours

Mon Aug 3 3:00 PM - 16:30 A&S 6

In the medieval period, both professed women and laywomen were deeply involved in manuscript production, and the use of books was often a vital part of their religious practices. In order to fully understand gendered experiences within Christian spaces, and thus the value that manuscripts held for medieval women, it is important to understand the medical and philosophical understandings of sex that permeated medieval society. Additionally, examining how vision was understood as both a physical and spiritual process allows for a deeper understanding of how visual art is used in religious contexts.

In the medieval period, understandings of sex, philosophy, and religion were all inextricably intertwined, making an interdisciplinary approach ideal. This class will explore the overlap of gender and visual experience and apply them to two manuscripts produced and used by women in Medingen Abbey, a Cistercian convent located near the town of Lüneburg.

Gods and Goddesses of Lust and Love - CCt

Katrein Topffer East 2 hours
Fri Jul 31 4:00 PM - 18:00 Courtesan College - B03

Many of the deities of the past embraced sex as part of their stories, in a good and bad way. We will discuss some of the gods and goddesses of the pre-Christian era that have stories attributed to them that involve sex; what those stories symbolized and what it meant to the people that followed them. Adult only! Courtesan Camp. **18+**
Please note: Courtesan Camp is a nudity friendly space.
Adults Only! This class deals with sex and is part of the Courtesan College track.

How to Research on the World Wide Web

Isabella D'Angelo Atlantia 1 hour
Thu Aug 6 10:00 AM - 11:00 A&S 12

For those who have trouble finding things on the web or doing research in general. We'll focus on the 10th-16th centuries but can be applied to most anything you can think of research-wise. We will go over keywords, places to search, ways to search, and tricks to clean up your searches so you can find what you want easily.

I Don't Think It Means What You Think It Means CCt

Lairde Hextilda Corbett Ansteorra 1 hour
Thu Jul 30 10:00 AM - 11:00 Kingdom Ansteorra - BFT
Tue Aug 4 10:00 AM - 11:00 Kingdom Ansteorra - BFT

Some words look comfortingly familiar - right up until they betray you.
"False friends" are terms that resemble words we already know but carry entirely different meanings, often leading to confusion, embarrassment, or hilariously awkward misunderstandings. This class explores some of the funniest examples across several European languages, including French, Spanish, Italian, and German.
Learn why introducing yourself as *embarazada* may raise eyebrows, why accepting *ein Gift* is a terrible idea, and many more linguistic traps awaiting the unwary traveler or performer. Along the way, we'll explore why false friends happen, what they reveal about language history, and how to avoid falling into these verbal pitfalls.
Come prepared to laugh and wince in equal measure — and leave with stories guaranteed to amuse your friends and fellow travelers.
Rated M for mischief, (im)maturity, and multilingual mayhem. **18+**
Adults Only! Explicit language and adult topics, mostly biological (scatalogical, sexual, etc.). I say "butthole" a LOT.

I Feel Pretty and Period

Honorable Lady Muirenn ingen ui Muirchertaig Aethelmearc 1 hour
Tue Aug 4 2:00 PM - 15:00 Bog U

A discussion of period skin care and hair care practices, both from the perspective of "what they did" as well as "what we can safely do." It is no secret that period skin care and hair care recipes often involved mercury, lead and arsenic, but there are also some great recipes and tools that SCAdians can use to further their immersion into their persona.

Ka-Kha-Ga-Gha

Lord Maraha Kahanikar East 2 hours
Wed Jul 29 2:00 PM - 16:00 A&S 1
Wed Aug 5 2:00 PM - 16:00 A&S 2

Introduction to written forms, pronunciations, and usage of *Devanagari* script used by Hindi and other North Indian languages. There will be examples in Hindi and comparisons to spoken English. Students may learn to transliterate their names.
1st hour: Basic characters and pronunciation.
2nd hour: Vowel forms and half-letters; more if time and student interest allow.

Knitting in the 16th Century: An Overview

Mistress Camilla de la Reynarde Midrealm 1.5 hours
Sun Aug 2 2:00 PM - 15:30 A&S 6
Handouts Limit 20 $3.00

Not only is hand-knitting period, the 16th century has a wealth of items to choose from. We'll look at a wide range of caps, gloves, and *hosen* . Interested in Eleanora of Toledo's stockings? I was the first to publish the pattern!

Medical & Philosophical Interpretation of Macrina

Noble Unn Atlantia 1 hour
Sun Aug 2 10:00 AM - 11:00 A&S 3

In Ancient Rome the concepts of body, health, and gender were closely intertwined. Studying the intersection of medicine, philosophy, and perceptions of gendered bodies has the potential to allow for new, interdisciplinary interpretations of the hagiographies of early Christian saints. This approach is particularly applicable to stories that involve the healing of gendered bodies, such as the story of the miraculous healing of Macrina the Younger. Macrina was an ascetic woman who suffered from a tumorous growth in her breast, which would now most likely be known as breast cancer. Throughout her life Macrina tended to embody the characteristics of a feminine body; her body is permeable, vulnerable, and weeping. Despite this, Macrina's unwavering faith allowed her to simultaneously fit into and subvert this role, allowing her weak, weeping, and penetrable body to become her source of strength and connection to the divine.

Minoan Garb and Bronze Age Internationalism

Berakha bat Mira v'Shlomo Calontir 1 hour
Thu Aug 6 12:00 PM - 13:00 A&S 1
Handouts Limit 10 $5.00

Minoan civilization did non rise to prominence in isolation, but was part of a wider eastern Mediterranean multi-cultural milieu, a zone which included the civilizations in southeastern Europe, the Levant and the Middle East, and parts of North Africa. We will examine what we can learn about Minoan garb not just from Minoan frescos, but also what remains from the civilizations they had close cultural, diplomatic, and economic ties with, including Ancient Egypt, the Myceneans, and the Near East.
(suggested donation for handouts is $5, but it is only a suggestion, none are turned away)

Opening Up a Can of Worms: Research in the SCA

THL Rosie Dubroc Midrealm 1 hour
Wed Jul 29 10:00 AM - 11:00 A&S 12
Handouts Limit 20

Do research and documentation seem overwhelming? Are you interested in doing an A&S project but don't know where to start? This class will teach you how to find, evaluate, and document the sources you need to research and complete an A&S project in any category.

Paleography: Reading Historical Handwriting

Lady Luka Radokovaia Midrealm 2 hours
Sat Aug 1 9:00 AM - 11:00 A&S 1
Tue Aug 4 9:00 AM - 11:00 A&S 1
Handouts Limit 15

Difficult-to-decipher handwriting is often a big obstacle when interacting with primary sources. This class aims to introduce learners to the resources they need to read historical documents with no existing transcription. Methodology will include learning letterforms and common abbreviations, finding and memorizing formulaic language, and breaking down difficult words. After a brief lecture, students will be given samples to transcribe with assistance.
Limited to 15 handouts per session. No fee, donations appreciated to cover printing costs.

Pirates of the Mediterranean

Rav Ezra de Barcelona Midrealm 1.5 hours
Wed Jul 29 3:00 PM - 16:30 A&S 8
Wed Aug 5 3:00 PM - 16:30 A&S 8

The act of maritime banditry was perceived very differently in the Late Middle Ages than the Early Modern period that most ideas of piracy are based on. This class will broadly examine the legal and cultural mindsets surrounding medieval piracy, especially in the Mediterranean. We will examine period documents like the Consulate of the Sea and the *consilia* of Genoese jurists to contextualize piracy, *corsairing* , and other relevant concepts in SCA period; as well as examining case studies in fictional accounts and real legal and diplomatic exchanges.

Pooh, Pooh, Pooh! I See You!

Baroness Alianor "Aliyah" bat Asriel Midrealm 1 hour Fri Jul 31 12:00 PM - 13:00 A&S 3

This class doesn't just spit in the wind. From whispered blessings to protective amulets, the evil eye was far more than a superstition in the medieval Jewish world. it was a powerful force that influenced everyday life and communal practices. Discover how medieval Jews sought to ward off danger, navigate envy, protect their families, and make sense of misfortune. Join me for a journey into one of the medieval period's most enduring and intriguing beliefs.

Researching Outside Your Native Language

Iasynia Moskvina East 1 hour
Wed Aug 5 11:00 AM - 12:00 A&S 5

Researching a culture outside your native one? Found the perfect paper in a different language? This class aims to provide research strategies for those who cannot or don't wish to learn an entire new language but wish to comprehend sources in a language outside their native one.

Simple Documentation Methods

Sisuile Butler East 1 hour
Thu Jul 30 1:00 PM - 14:00 A&S 7
Sun Aug 2 1:00 PM - 14:00 A&S 7
Tue Aug 4 1:00 PM - 14:00 A&S 7

American children learn the 5-paragraph essay format in elementary school and rely on it through high school. How do we apply the same thought process/method to write SCA documentation?

The Chicken of Forgiveness

Baroness Alianor "Aliyah" bat Asriel Midrealm 1 hour
Thu Jul 30 12:00 PM - 13:00 A&S 3

What does a chicken have to do with forgiveness? This lively class explores the history, meaning, and debates surrounding *Kapparot,* the pre-Yom Kippur ritual in which a chicken is symbolically used to transfer sins before the Day of Atonement. From its medieval origins through centuries of rabbinic discussion, communal customs, and cultural adaptation, this became one of Judaism's most colorful and contested traditions.

The Origins of *Sukkot*

Berakha bat Mira v'Shlomo Calontir 1 hour
Fri Jul 31 12:00 PM - 13:00 A&S 1
Handouts Limit 5 $3.00

Sukkot , or the Festival of Booths/Tabernacles, is a deeply ancient holiday. It has pre-monotheist roots in the Canaanite Bronze Age, but it coalesced into its more recognizable form starting during the Iron Age, when the Israelites as a distinct culture and kingdom appeared on the world stage. We will examine and discuss some of the scholarship on the origins of the *Sukkot* festival, which from its Bronze Age origins, has continued to evolve and change, and is still celebrated annually by the Jewish people to this day.
(suggested donation for handouts is $3, but it is only a suggestion, none are turned away)

The Real Deal - Working With A Museum Collection

Patrikia Maria Agrissa Sgourina Aethelmearc 1 hour Mon Aug 3 5:00 PM - 18:00 A&S 4

I will share my experience cataloging the Egyptian (mostle Coptic) Textile Collection at the UPenn Museum of Archeology and Anthropology. We will discuss how to approach museums and other modern resources, as well

as avenues for sharing your research in other modern professional settings.
Maria Agrissa Sgourina is a research Laurel from the Kingdom of Æthelmearc.
Linda Blowney is a textile anthropologist who did her Master's work at the University of Pennsylvania.

Two Cts Together: Pre-17th C *Sapphics* - CCt

Baronessa Ginevra Fiammetta di Silvestri Atlantia 2 hours
Sat Aug 1 1:00 PM - 15:00 Courtesan College - B03

A class on *sapphics* , tentatively defined as women or femme people attracted to other women and femme people, before the 17th century. We will be exploring physical and emotional intimacy between people who may or may not have identified as women during this period, starting in ancient history and continuing forward until we run out of time. This class is **18+ only**, as graphic topics and imagery will be discussed and shared.
Please note: Courtesan Camp is a nudity friendly space.
Adults Only! Graphic topics and imagery (sexuality and violence) will be discussed and shared.

Understanding Medieval Scents

Duchess Gabrielle van Nijenrode Aethelmearc 1 hour
Wed Jul 29 10:00 AM - 11:00 Duchy Arindale - N21
Fri Jul 31 10:00 AM - 11:00 Duchy Arindale - N21
Handouts Limit 15 $0.25
Materials Limit 15 $0.25 Handout, blotters, other ways to smell essential oils

There is a cross-cultural similarity of interpretation of scents that is exemplified in how those living in our time period used them. We will sample various scent categories and consider how and why they were used for specific purposes and enjoyment. If you are allergic to scent, please know this class involves smelling essential oils on blotters or cotton balls.

Unveiling the Intimate: Ritual Objects - CCt

Mistress Sumayya al Ghaziyya Aethelmearc 1 hour
Wed Jul 29 3:00 PM - 16:00 Courtesan College - B03

Come learn about and discuss the historical research, archaeological findings, and cultural analysis surrounding the diverse world of "ritual" and erotic objects found throughout history. We will explore the context of these objects, the types found, the materials/construction used, and their cultural significance. By no means is this class inclusive of all cultures and areas of the world, though it will discuss a wide geographical and temporal swath. **18+**
Please note: Courtesan Camp is a nudity friendly space.
Adults Only! Discussing sexual practices.

Usury Laws During the Middle Ages

Lady Miriam Ester bat Issachar Atlantia 1 hour
Tue Aug 4 10:00 AM - 11:00 A&S 7

Throughout history merchant ventures require capital. However, with many of the major religions of the time forbidding the practice of loaning to a co-religionist at interest, borrowing money could be a challenge. This class will discuss the laws and restrictions that were put on lending and how societies all over the world found ways around the religious restrictions to be able to lend at a profit. This class will primarily discuss lending laws in Europe and the Middle East.

Viking Age Feast Gear: Archeological Evidence

THL Sunnifa Gunnarsdottir Midrealm 1 hour
Thu Jul 30 12:00 PM - 13:00 A&S 13
Handouts Limit 40 $5.00

A survey of feast gear and cookware options from among the archaeological finds of the Old Norse World. We will look at items from Birka, Gotland, Oseberg, York, and other sites. 43-page handout is available.

Viking Age Food: Archaeological Evidence

THL Sunnifa Gunnarsdottir Midrealm 1 hour
Sat Aug 1 2:00 PM - 15:00 A&S 13

A survey of evidence for plants, birds, fish, domestic and wild animals. Includes shellfish and sea mammals eaten by Viking Age Norse people, with some discussion of farming, cooking, and preserving.

Viking Age Furniture: Archeological Evidence

THL Sunnifa Gunnarsdottir Midrealm 1 hour
Sun Aug 2 12:00 PM - 13:00 A&S 13
Handouts Limit 50 $5.00

A survey of the major finds of Viking Age furniture, with an emphasis on interpreting the finds to make reasonably accurate reproductions. We will cover digs at Norse sites such as Birka, Dublin, Gokstad, Hedeby, Oseberg, etc. 43-page handout is available.

Viking Age Textile Tools: Archeological Evidence

THL Sunnifa Gunnarsdottir Midrealm 1 hour
Thu Jul 30 2:00 PM - 15:00 A&S 13
Handouts Limit 50 $5.00

A survey of textile tools found in Norse sites. We will look at cards, combs, looms, loom weights, shears, shuttles, skein-winders, smoothing stones, spindles and spindle whorls from Birka, Coppergate, Dublin, Hedeby, Novgorod, Oseberg and Ribe. 50-page handout is available.

Welsh Poetic Harmony

Honorable Lord Dai Gerdwr Midrealm 1 hour
Wed Jul 29 2:00 PM - 15:00 A&S 6
Wed Aug 5 1:00 PM - 14:00 A&S 6

Cynghanedd (literally “harmony”) is the name for the forms of Welsh poetic alliteration. At its simplest, it is just the arrangements of consonant sounds, but more elegant forms depend on stress and rhyme as well. This class will discuss the four main forms of *cynghanedd* , with examples in Welsh and English.

SCA LIFE

A & S Day in Silverkeep Camp

Orlaith in vithfroli, The Wanderer No Kingdom 4 hours
Thu Jul 30 11:00 AM - 15:00 Silverkeep, E-15, corner of Howard's Fenway and Great Northern Highway

Come hang out with us and possibly learn something new. Expected demonstrations include illumination, tablet weaving, cooking, woodworking, embroidery, hand sewing, spinning, embroidery, armoring. We will set up others as time allows (harp, bardic, weapon making, etc.). Please bring one of your projects to share with us!!!

A Beginner's Guide to Court

Lord Patrokles Athenaios Aethelmearc 1 hour
Sat Aug 1 11:00 AM - 12:00 Downtown Campus
Handouts Limit 20

If you've never been to a Royal Court, or have attended a few times, and are unsure what is going on and why, this class will show you what is interesting and fun about it. Learn about what goes on in a Royal Court and why, plus why you might want to attend, or volunteer to help with a Royal Court.

Analog Bags for the Modern Medievalist

Maitresse Yvianne de Castel d’Avignon Aethelmearc 1 hour
Wed Jul 29 10:00 AM - 11:00 A&S 11

Replace doom scrolling or just plain boredom with something beneficial and productive. Analog bags (activity totes) are a current social trend but many in the SCA have been doing it for decades. We will discuss ways to create a SCA themed analog bag that will fit with your daily life as well as explore some suggestions for SCA event specific analog bags.

Creating an Open Daycamp: The Publick House

Dame Elizabethe Alles Midrealm 1 hour
Fri Jul 31 1:00 PM - 14:00 A&S 3
Tue Aug 4 10:00 AM - 11:00 A&S 8
Handouts Limit 25 $1.00

The purpose of the Publick House is to create a welcoming daycamp and hospitality space at Midrealm events that is open to all attendees regardless of rank, experience, or affiliation. We will discuss how we set up the Publick House and what we have learned so far.

Eight Essential Knots for the SCA Camper

Captain Elias Gedney East 2 hours
Sat Aug 1 9:00 AM - 11:00 A&S 12

Hands-on class on how to tie eight basic and important knots that can make your camping life easier and safer.

Elevation: From Vigil to Ceremony

Master Dmitrii Zhirov Midrealm 2 hours
Tue Jul 28 10:00 AM - 12:00 A&S 7
Mon Aug 3 2:00 PM - 16:00 A&S 7

Whether you might one day receive a Peerage, or are a Peer with a student who might receive the honor, or might just know someone whose ceremony you'll be a part of, this class is for you. From "Your Majesties, I beg a boon" to "This do We hear, and shall never forget", we'll cover all the elements up to, in, and around the "Big Day".

Finding Your Niche: Getting Started in A&S

Captain Elias Gedney East 1 hour
Thu Jul 30 10:00 AM - 11:00 A&S 12

Do you feel lost when thinking about A&S topics in the SCA? Do you have a specialty you are good at, but are worried it is not "medieval enough"? This class is an open discussion on how to focus on what you know and what you already do well and apply it toward a more concrete A&S presentation or class. We'll use some examples and do some brainstorming in your particular interests.

Food and Feasting for Newcomers

Duchess Melisande de Belvoir Atlantia 1 hour
Thu Jul 30 1:00 PM - 14:00 Downtown Campus
Thu Aug 6 1:00 PM - 14:00 Downtown Campus

One of the signature parts of many events is the feast, but newcomers sometimes find the very idea of a feast vaguely uncomfortable. Will you have to eat with your hands? Where will you sit? Will the food be weird and unfamiliar, and will it be way too spicy?
This class will give you some ideas about what to expect, how to sign up, what to take with you, and why the feast is an integral part of the medieval experience.

Growth Mindset in A&S Faires for Entrants & Judges

Lorenzo Petrucci Meridies 1 hour
Mon Aug 3 12:00 PM - 13:00 A&S 5

What is your goal when entering an A&S faire? What is your job as a judge? Learn how to approach A&S faires in a way that uses the structure and rubric to improve the work of artisans with less stress.

How Pennsic Works

Master Oscar Goerijs Goriszoon East 1 hour
Wed Jul 29 1:00 PM - 14:00 A&S 12
Wed Aug 5 1:00 PM - 14:00 A&S 12

Description of the administrative and operational structures of Pennsic. Preparations, set-up and break-down. Also how to become part of the staff, and ultimately Mayor should that be your goal.

Introduction to the Knowne Worlde Courtesans - CCt

Mistress Magdalena La Sanguigni Atlantia 1.5 hours
Sat Aug 1 4:00 PM - 17:30 Courtesan College - B03

The Knowne Worlde Courtesans are a free confederation of SCAdians who have sex worker personas from all areas and time periods. As with the SCA tradition of glorifying the warrior's skills and exploits without actually killing anybody, we, the Knowne Worlde Courtesans, celebrate the arts and accomplishments of sex workers without breaking real world laws. We dance, sing, write poetry, play instruments, hold philosophical discussions, host gatherings, teach classes, escort our patrons to social events, and act as ambassadors for new people to our Kingdoms. This class is your chance to get to know us!
This class is a survey of our history, who we are, what we do, and how to play with us. Are you curious? Now is the opportunity to have all your questions answered. **Age 18+**
Please note: Courtesan Camp is a nudity friendly space.
Adults Only! Adult tobics

Logistics of Merchanting

Lady Miriam Ester bat Issachar Atlantia 1 hour
Sun Aug 2 10:00 AM - 11:00 A&S 7

It’s one thing to put out a blanket or table at a local event and de-stash or sell a few things you’ve made. It is a whole other leap to do it for all or part of your living. This class will discuss issues such as business taxes, insurance, business retirement accounts, contracts of different types for different events, expected financial outlays, price setting, credit card processing best practices and other parts of running a business that can give you a headache. I have been a financial planner and a business banker, as well as running a historical shop for 40 years.

Logistics of Merchanting, Evening Session
Lady Miriam Ester bat Issachar   Atlantia   1 hour
Mon Aug 3 6:30 PM - 19:30   Miriam's Longship

It's one thing to put out a blanket or table at a local event and de-stash or sell a few things you've made. It is a whole other leap to do it for all or part of your living. This class will discuss issues such as business taxes, insurance, business retirement accounts, contracts of different types for different events, expected financial outlays, price setting, credit card processing best practices and other parts of running a business that can give you a headache. I have been a financial planner and a business banker, as well as running a historical shop for 40 years.

Making the Magic: Court Prep for a Memorable Court
Baron Arias Beltran del Valle   Aethelmearc   1 hour
Thu Jul 30 9:00 AM - 10:00   A&S 13
Wed Aug 5 10:00 AM - 11:00   A&S 13

Court can be a magical moment for people in the SCA, and can be a memorable experience for those who take part or who are recognized. However, like anything else, a little preparation goes a long way to making such magic happen. We'll discuss what goes into preparation before the event, on the day, and what should be done after for official and unofficial tasks.

Modern Media & the SCA: Making Them Work Together
Baron Arias Beltran del Valle   Aethelmearc   1 hour
Tue Jul 28 10:00 AM - 11:00   A&S 13
Mon Aug 3 1:00 PM - 14:00   A&S 13

Reaching people who are interested in the SCA can be difficult; reaching a large number at once even more so. In this class, Æthelmearc Media Liaison and broadcast journalist Baron Arias Beltran del Valle discusses how to reach out to modern media and share activities and events with them, while also adhering to Society media policies. Includes what to do (and not to do!) when the media arrives at an event. Included in the discussion will be suggestions on how to make an event more interesting to news outlets. We'll touch on rights given to the reporters and to participants. We'll also discuss who should be involved in preparations for meeting the media at an event, and how to present the best face for your group.

Social media, although important to the growth and communication efforts of the Society, will not be covered here!

Peerage Basics and Roundtable
Captain Elias Gedney   East   1 hour
Sun Aug 2 2:00 PM - 15:00   A&S 12

A discussion-based roundtable for peers and non-peers. What is peerage about and what can peers do better? During this session, we will talk about the peerages, the highest awards in the SCA, and we will have peers there to talk about what their peerages mean to them and how the peerages have changed their SCA experiences. Given on behalf of the late Liam St Liam.

Pennsic for Teens: How to Get Involved!
Mistress Nasira al-Zarqa bint Ivaz   Midrealm   1 hour
Mon Aug 3 2:00 PM - 15:00   Teen University

Come and learn about how to develop in service as an individual and find the right opportunities to get involved at Pennsic as a teen. This class will focus on how to find appropriate opportunities to volunteer and get involved in service for teens. Learn about different opportunities available at Pennsic and at home in your local SCA groups (if applicable) for year-round involvement, from someone who went through it all!

Pennsic Homes Open House
Lady Anjuili d'Foljambe   East   4 hours
Tue Aug 4 1:00 PM - 17:00   University Point

Pennsic homes are wonderful creative ways to camp. No two are the same. There are a variety of reasons for wanting to view these wonderful creations. Perhaps you are merely curious or seeking a reason for a stroll around Pennsic that takes you a bit off the usual path. Maybe you are interested in getting one of these homes for yourself, either by commission or by building your own.

As these homes are scattered across Pennsic there is no way for a single tour, or even a multipart tour to get to them all.

With the various microcosms of weather that we have here at Pennsic different camp locations will influence your build choice. For an example an open rod closet is great for picking out garb and visually appealing, but if you live in the Bog with all that moisture your garb will always feel wet. Those living on the Serengeti will find it hard to keep the dust off their garb with an open arrangement. Mud is also and issue that requires different solutions as well as wind, sun and ventilation. Towing and storage are personal considerations that can be quite individual even between Pennsic homes that are set up close to each other.

Do you want to tour some Pennsic homes so you can hear the stories of builds, why did they choose closed cabinets over open shelves? I am sure there are a few near your camp site. Many owners of Pennsic homes will be hosting an open house on Tuesday August 4th from 1 to 5 pm to allow you your wish. Please join our homeowners in showing you our ways of solving each of these and other issues and learn about our particular builds, whether it was home-built or commissioned.

Pennsic Tents: Buy, Set Up, Live In, Decorate
Lady Merswynd of Caudor   Atlantia   1 hour
Sat Aug 1 10:00 AM - 11:00   Downtown Campus
Sun Aug 2 9:00 AM - 10:00   Downtown Campus
Handouts Limit 14 $5.00

What tent to get? How many people will it house? Are you camping solo? Tips for easier set-up: shorter tent poles, accordion-pleated walls, mark "tab A" and "slot B" for error-free alignment. Bathtub the edge of the ground cloth to avoid "a river runs through it." Furniture and lighting. Decorative touches like chandeliers, tapestries, and rugs.

SCA 101
Dame Morwenna Trevethan Atlantia 1.5 hours Mon Aug 3 1:00 PM - 14:30   Downtown Campus

Getting started in the SCA: history, geography, titles, regalia. What to do in your first year; you've been called into court - now what?

SCA Legends and Histories: Share or Listen
Sarah le Payller   East   1 hour
Fri Jul 31 10:00 AM - 11:00   A&S 12
Tue Aug 4 10:00 AM - 11:00   A&S 12

A chance to hear and tell stories of SCA history, including those tales of unknown providence that may or may not be true. If you know stories, come share them! If you want to hear stories, come listen!

Sign Language Coffee Hour at Kafe Marhaba!
Lady Nicasia Leontodes   East   1 hour
Mon Aug 3 3:00 PM - 16:00   Cafe Merhaba

There will be a **sign language social** coffee hour immediately following class from 3PM-4PM, inspired by the practice of signed communication used by the Ottoman Empire (in ASL, not OSL). This location for a social hour provides opportunity to sit down and relax in a camp dedicated to Middle Eastern dance and culture, centered around performance, music, drink, dessert, poetry, storytelling, and comfortable pillows. All skill levels of signers are welcome! Just remember that since this is a signing social, when chatting with each other, **voices off** :)

Sign Language Ice Cream Social
Lady Nicasia Leontodes   East   1 hour
Tue Aug 4 1:30 PM - 14:30   Ice Cream Shop by Cooper's Store
Thu Aug 6 12:00 PM - 13:00   Ice Cream Shop by Cooper's Store

There are several places to get ice cream and other frozen treats at Pennsic, but to ensure proper seating and shade are available, the ice cream shop to the left of Cooper's Lake store is located directly in front of many picnic tables. **All** skill levels of signers are welcome! Just remember, since this is a sign language social, **voices off.**

Silverwing's "Laws": The Dream We Share
Master Dmitrii Zhirov   Midrealm   2 hours
Tue Jul 28 12:00 PM - 14:00   A&S 13
Tue Aug 4 1:00 PM - 15:00   A&S 13

The SCA is rich in traditions, and, some would say, filthy with laws and bureaucracy. Where did some of these ideas spring from, and what do they really mean? We'll explore the foundations of these concepts, and examine some of the "norms" that help define our social group.

So you want to build a Pennsic/Event Home
Lady Anjuili d'Foljambe   East   1 hour
Thu Jul 30 12:00 PM - 13:00   A&S 12
Wed Aug 5 10:00 AM - 11:00   A&S 12
Thu Aug 6 9:00 AM - 10:00   A&S 12

I will review a bit of history about homes on wheels. The class is to help you think of the things you should know before you build. I have built 3 wagons of my own, and I have taught this class for about 5 years now. We will talk about registering your trailer and what you should have for inspections.

Society Sign Herald Wants Your Feedback and Input
Mistress Tegan de Moreton   Atlantia   1 hour
Thu Jul 30 2:00 PM - 15:00   A&S 7

In an effort to help meet the needs of the Deaf/Hard of Hearing community and make the SCA a more inclusive and welcoming organization, the current Society Sign Herald is seeking input and feedback. Also learn more about what is involved in being a sign herald in the SCA and some best practices for the office.

Teaching the Masses for Beginners
Baroness Emmeline Von Kaltwasser   Midrealm   2 hours
Fri Jul 31 1:00 PM - 15:00   A&S 5
Handouts   Limit 10

Have you ever wanted to teach a topic or skill but don't know how to put all your ideas into a lesson plan? During this session, we will discuss the primary goal of a trainer as a model of leadership, their role in student engagement, best practices and theories for teaching hands-on skills, and how to build effective lesson plans. This session is primarily for first-time instructors, but all skill levels are welcome to participate. No fee; handouts included.

The Care and Feeding of Canvas Tentage
Captain Elias Gedney   East   2 hours
Sat Aug 1 2:00 PM - 16:00   A&S 12

So you finally splurged on a tent and want to know how to keep it; or maybe you have or inherited one, and it has been through the wringer and you want to fix it up? Maybe you are interested in how to fix them? Learn how to keep your remote home worthy of your investment.

The History of Clan Blue Feather
Baron Joshua MacDonald the Imperfekt   Atlantia   1.5 hours
Wed Aug 5 1:00 PM - 14:30   Downtown Campus

Clan Blue Feather is the research, social, networking, and support group for the SCA's lesbian, gay, bisexual, transgender, asexual, non-binary, and related gender and sexual minority communities and their allies.

Started in 1988, the Clan has since become a vibrant and important part of the SCA throughout the entire Society, from local groups to Pennsic and more. Learn about what's been happening over the past 30+ years, what we're doing today, and what the future may hold.

The Stigma of LARP
Éadaoin Ruadh   Aethelmearc   1 hour
Sun Aug 2 10:00 AM - 11:00   A&S 8

The attitude toward the term LARPing amongst SCAdians could use some improvement. As more of our members come to us from other games, or long-time SCAdians begin to cross game, we need to separate fact from rumor. Come learn how LARP is one of our great assets! Please bring writing implements and materials for notetaking.

Trans 101 for the SCA
Samson Muskovich   Northshield   2 hours
Mon Aug 3 9:00 AM - 11:00   A&S 8

As modern society becomes more open and accepting, transgender and gender-diverse individuals are becoming more visible in their representation both in and out of the SCA. Please join us for a discussion about interacting with these members of the populace. Topics will include history, etiquette, basic definitions for the community, and an open forum for attendee questions.
Adults Only! Mentions of involvement in sex work and anatomical descriptions -- both based on information provided in the context of historical legal documents.

Video Voodoo: Video Editing 101

Master Cerian Cantwr Midrealm 1.5 hours Tue Aug 4 2:00 PM - 15:30 A&S 12

Get those videos off of your smart phone or camera and turn them into something you can share. We will go through basic tools, techniques, and special effects that can turn your footage into something eye-catching. Whether you're filming performances, courts, or combat, there are ideas you can use to make your videos better.

Wait, Pennsic Has a Mentorship Program?

Mistress Nasira al-Zarqa bint Ivaz Midrealm 1.5 hours
Wed Jul 29 11:00 AM - 12:30 A&S 12
Mon Aug 3 9:00 AM - 10:30 A&S 12

Come, listen, and learn about the Pennsic Mentorship Program, a program designed to give individuals opportunities to gain experience and skills in service for the SCA and beyond! Meet the Program Coordinator, Advisors, and former participants for an all-around look inside the program and our mission! The Pennsic Mentorship Program is designed to give individuals opportunities to learn from Pennsic staff and develop leadership skills to facilitate the growth of the SCA for future generations! We strive to provide better access to opportunities for individuals who are interested, regardless of experience level, age, status, or kingdom of origin.
The Mentorship Program follows the SCA DEIB policies regarding diversity, equity, inclusion, and accessibility. We strive to allow all individuals to grow and ensure the continuation of the SCA for generations to come.

Webminister Meet-and-Greet / Social

Master Melchior zum grauen Wolf Atlantia 1 hour
Wed Aug 5 4:00 PM - 17:00 A&S 2

This is an unstructured opportunity to meet fellow spiders and web weavers. Come, join us, say hi, be geeky.

What to Do Before the Chatelaine Arrives

Master Rufus Barbarossa Atlantia 1 hour Tue Jul 28 10:00 AM - 11:00 A&S 12
Mon Aug 3 2:00 PM - 15:00 A&S 13

This class offers new solutions and needed terminology changes to SCA members who care at all about the SCA's future.

Where's Lord Waldo?

Dame Morwenna Trevethan Atlantia 1 hour
Thu Jul 30 2:00 PM - 15:00 Downtown Campus

A look at the history and trivia of SCA geography.

Writing Award Recommendations: What to Know

Lord Patrokles Athenaios Aethelmearc 1 hour
Thu Jul 30 10:00 AM - 11:00 A&S 5

If you've ever had a conversation with someone at an event and were shocked that they don't have an AoA, or other AoA-level award, grant-level award, or even a peerage, and weren't sure what you could do about it, or where to begin, this class is for you. We cover writing award recommendations on all levels.

SCIENCES

De la Stella Fisse : The First Celestial Atlas

Master Jon Chesey Calontir 1 hour
Wed Aug 5 8:00 PM - 21:00 A&S 5

Despite most of our constellations dating from at least the bronze age, and many cultures having works depicting them, it wasn't until 1540 that anyone got the bright idea to create a book depicting them as they appeared in the night sky. This class examines that book, *De la Stella Fisse* by Allesandro Piccolomini.

A Brief History of Astronomy Before the Telescope

Master Jon Chesey Calontir 1 hour
Sun Aug 2 8:00 PM - 21:00 A&S 5

Pop history tells us that the time between the 2nd and 16th centuries were a "dark age" for astronomy in which nothing happened. This class challenges that assumption discussing how astronomy did progress as well as exploring the diversity of astronomy was conceptualized in period.

A History of the Constellations

Master Jon Chesey Calontir 1 hour
Tue Aug 4 8:00 PM - 21:00 A&S 5

Today, there are 88 constellations recognized by the International Astronomical Union. But where did these come from? This class traces many their origins back to the Babylonians and Mesopotamians. It then follows the understanding of those constellations through the centuries to explore how various cultures reinterpreted them.

A Survey of the King's Bounty

Tristyn of Gryffyn's Keep Aethelmearc 12 hours
Mon Jul 27 9:00 AM - 21:00 University Point 2
Tue Jul 28 9:30 AM - 21:30 University Point 2
Wed Jul 29 9:00 AM - 21:00 University Point 2
Thu Jul 30 7:30 AM - 19:30 University Point 2
Fri Jul 31 9:00 AM - 21:00 University Point 2
Sat Aug 1 9:00 AM - 21:00 University Point 2
Sun Aug 2 9:00 AM - 21:00 University Point 2
Mon Aug 3 9:00 AM - 21:00 University Point 2
Tue Aug 4 9:00 AM - 21:00 University Point 2
Wed Aug 5 9:00 AM - 21:00 University Point 2

At any point of any day of Pennsic, if you come across a plant, animal, insect, or any living organism, you can use your magical spell book (your cell phone or other mobile device) to contribute to a survey of all things living in the land of Pennsic. Simply take a photo and use the iNaturalist app to upload the photo and your submission will be cataloged. This will be a fun way for Pennsic participants to see what sorts of life we are capable of seeing while we're at home.
If you'd like to take part in this medieval 'bioblitz' but don't know how to get started, simply stop by University Point. Printed instructions on how to download iNaturalist and take part in the project will be available.

Astronomy and Power

Master Jon Chesey Calontir 1 hour Thu Aug 6 8:00 PM - 21:00 A&S 5

From Byzantium to the Italian courts, astronomy was often considered a "royal art". While rulers themselves were often not overly well versed in astronomy, they often kept astronomers close in their courts. In this class, we will explore how various medieval and early modern rulers used astronomy to project power, display wisdom, gather intelligence, and engage in political propaganda.

Birds of Pennsic

Tristyn of Gryffyn's Keep Aethelmearc 1 hour
Sat Aug 1 6:00 PM - 19:00 Bog U

Do you ever wonder about the various bird life seen around the lake, the battlefields, and other areas of Pennsic? Join a naturalist who can show you various methods for identifying some of our most common avian fauna. From memory, to field guides, to utilizing the magic box we secretly keep in our bags, there's various identification methods!

Constellations and Crafts

Judith of Massam East 1 hour
Thu Jul 30 1:00 PM - 14:00 Youth University
Mon Aug 3 1:00 PM - 14:00 Youth University

Learn the constellations by hearing their legends and recreating their patterns in crafts. Join us for a cool and calm introduction to star lore.

Counting Sheep: A Brief History of Numbers

THL Aldred æt Aclum Midrealm 1 hour
Thu Aug 6 10:00 AM - 11:00 A&S 7
Handouts Limit 12

A look at the sounds and symbols used to count sheep (and other things), including but not limited to tally marks, Roman numerals, Hindu-Arabic numerals, English number words, and British sheep counting words.

Designing a Sundial with Geometric Construction

Master Richard Wymarc Atlantia 2 hours
Sat Aug 1 1:00 PM - 15:00 A&S 10
Handouts Limit 20
Materials Limit 20

This class will introduce the student to basic techniques of geometric construction by walking them through designing a set of sundial faces using techniques from 16th-century references. The class will be done workbook-style and all tools will be provided.

Divination by Intuition 1

Dr Henry Best Midrealm 1 hour
Wed Aug 5 11:00 AM - 12:00 A&S 12

A speculative class on divination via access to your own subconscious intuition. We'll explore scrying methods and ideomotor systems such as pendulums and dowsing. Learn to hack your own mind. You know more than you think you know. We will end class with a miraculous demonstration of the seer's art.

Divination by Intuition 2: Pendulum Laboratory

Dr Henry Best Midrealm 1 hour
Wed Aug 5 12:00 PM - 13:00 A&S 12

A hands-on lab session on the use of pendulums, an ancient divinatory tool. Exercises for gaining conscious access to your own intuition. Pendulums will be available for use in class for free. Attending the intuition class the previous hour is strongly recommended.

Divination with Cards

Dr Henry Best Midrealm 1 hour
Tue Aug 4 11:00 AM - 12:00 A&S 12

Divination with cards. History, theory, and ethics of cartomancy. A practical system for reading cards will be taught that works for both playing cards and tarot. We will end class with a miraculous demonstration of the seer's art.

Divination with Lotbooks

Dr Henry Best Midrealm 1 hour
Mon Aug 3 11:00 AM - 12:00 A&S 12

Lotbooks were a very popular divinatory tool, portable, easy to use, and yielding clear answers, yet still providing mysterious communication with the divine. We will examine lotbooks from many times and cultures, from ancient Greece, to the far east, to Renaissance Italy, testing them with questions from the class, giving special attention to versions still useful today.

Equestrian Equipment from the Bayeux Tapestry

Mistress Shishido Tora Gozen Aethelmearc 1.5 hours
Sun Aug 2 2:30 PM - 16:00 A&S 8

We will examine the valuable information revealed in the Bayeux Tapestry on the types of equipment used on horses in the early period. We have few (if any) extant pieces from this time period, but the Tapestry provides a great deal of information on equestrian equipment used around the middle of the 11th century.

History of Gunpowder and Gunpowder Weapons

Master Michael Graham OL East 1 hour
Sat Aug 1 9:00 AM - 10:00 A&S 13

The instructor will provide documentation and sources to give an overview of the introduction of gunpowder and gunpowder weapons to Western Europe in the late medieval and Renaissance periods.

How to Harvest from a Hive

Lord Fiachra an Chleitigh Midrealm 1 hour
Wed Jul 29 11:00 AM - 12:00 A&S 2
Handouts Limit 20

This class will go over basic behaviors found in bees and how their hives work, as well as how to harvest honey from a hive and how to process the wax into a useable form.

Insects of Pennsic

Tristyn of Gryffyn's Keep Aethelmearc 1 hour
Sat Aug 1 5:00 PM - 18:00 Bog U

Moths, butterflies, and beetles, oh my! Pennsic has so many intriguing insects and other crawling species that we can't help but notice. Join a naturalist to learn how to about some of the most common creatures and how to find them as well as identify them. We'll go over various identification methods from field identification, field guides, and resources available on the magic box that some of us secretly carry in our pockets.

Make and Take: Anglo-Saxon Goblin Repellent
THL Ilaria Rosati Aethelmearc 1 hour
Wed Jul 29 4:00 PM - 17:00 Cosmetica Obscura - Space 087
Tue Aug 4 10:00 AM - 11:00 Cosmetica Obscura - Space 087
Materials Limit 12 $8.00 ingredients and containers for the samples
Do you suffer from "ill temptations"?
Are you drawn to carnal relations with devils and elves?
Then come to our Make and Take class and keep the goblins away this Pennsic!
Together we shall brew “A salve against the elfin race and nocturnal goblin visitors" following an Anglo-Saxon recipe from the Leechbook of Bald, circa 900 AD. Mix up your own little pot of magical salve to guard against the devil tempting you in your dreams!
On the Street of Gold at Cosmetica Obscura, Merchant Space 087. We welcome you to our new location! See Pennsic University track "Cosmetica Obscura" for our full class schedule.
Note: 18+ Some mature topics will be discussed.
Adults Only! We will be discussing adult topics.

Moon Phase Munchies
Judith of Massam East 1 hour
Wed Jul 29 1:00 PM - 14:00 Family Point
Thu Aug 6 1:00 PM - 14:00 Family Point
Come learn the basic phases of the moon and how this awareness would have been useful in everyday life. Whether your persona is a geocentrist (Earth-centered, most of our period) or heliocentrist (Sun-centered, liimited late period), the geometry of the phases is similar. Either way, we have cookies.

Navigating by the Stars
Lairde Hextilda Corbett Ansteorra 1 hour
Wed Jul 29 11:00 AM - 12:00 Kingdom Ansteorra - BFT
Mon Aug 3 11:00 AM - 12:00 Kingdom Ansteorra - BFT
Handouts Limit 20 $1.00
Back by popular request!
Before compasses were common, travelers, pilgrims, merchants, and soldiers found their way by reading the sky. This class teaches the practical art of celestial navigation using the sun, moon, stars, and natural environmental clues - skills that remain invaluable whether you're crossing Pennsic, hiking off-grid, camping, or deepening your understanding of medieval life.
Designed for all experience levels, this class covers both simple orientation techniques and more advanced navigational methods that can help you determine direction and position with confidence. Absolute beginners are welcome, and experienced sky-watchers will gain new practical tools for real-world navigation.
No equipment or prior astronomy knowledge required - just curiosity and a willingness to look up.
Note: This is a daytime astronomy class focused on navigational principles rather than telescope observation.

Night Sky Over Pennsic
Judith of Massam East 1 hour
Fri Jul 31 9:00 PM - 22:00 University Point
Tue Aug 4 9:00 PM - 22:00 University Point
Come enjoy the night sky over Pennsic and learn to identify some classical constellations, weather permitting.

Numbers in Period
Meisterin Rosina von Schaffhausen East 1 hour
Thu Jul 30 3:00 PM - 16:00 A&S 3
Wed Aug 5 11:00 AM - 12:00 A&S 3
Handouts Limit 25 $4.00
What was considered a number where and when in period? How were they written, spoken, or otherwise expressed? Did everyday people use them, or was it only scholars? Did they understand zero, fractions, negative numbers, square roots, or imaginary numbers? In this class we will take a broad overview of numbers in period, discussing cultures from the ancient Babylonians and Egyptians to 16th century Italy, taking many stops and detours along the way. Want to find out what your persona knew about numbers? If I don't know, I should have info on where to find it.

Oil Lamps Made Easy!
Master Bedwyr Danwyn Aethelmearc 1 hour
Fri Jul 31 10:00 AM - 11:00 A&S 4
Mon Aug 3 10:00 AM - 11:00 A&S 4
Handouts Limit 50 $3.00
Learn how period, safe and easy oil lamps are! Obtaining lamps, fuel and wicks are quite inexpensive and easy, but to burn oil lamps requires knowledge of some simple, but not-obvious, tricks. The focus of this class is on the "how to" of being able to light your Pennsic camp with a single bottle of common cooking oil.

Phonetics and the International Phonetic Alphabet
Baron Steffan ap Kennydd East 1 hour
Thu Jul 30 11:00 AM - 12:00 A&S 3
Mon Aug 3 10:00 AM - 11:00 A&S 7
A rudimentary introduction to articulatory phonetics and the use of the International Phonetic Alphabet, a tool for unambiguously representing speech sounds in text. Useful for court heralds who want to "get the names right", singers working with lyrics in languages foreign to them, and others who are interested in the sound of their and others' persona language.

Runic Ciphers
Master Melchior zum grauen Wolf Atlantia 1 hour
Tue Aug 4 12:00 PM - 13:00 A&S 12
Period cryptography took many forms. Join us for a discussion of how runes were used to encode clandestine communications in the Middle Ages. We will examine several extent enciphered rune stones and the systems they used.

Safely Foraging Local Mushrooms
THL Elsa Taliard Aethelmearc 2 hours
Wed Jul 29 9:00 AM - 11:00 A&S 3
Wed Jul 29 12:00 PM - 14:00 Bog U
Tue Aug 4 12:00 PM - 14:00 A&S 2
Wed Aug 5 4:00 PM - 18:00 Bog U
Handouts Limit 20 $2.00
Several beginners' mushrooms will be taught. Some medicinal and toxic mushrooms as well. Focus will be on the local Western Pennsylvania area, although much of the information applies to the entire eastern half of the US. Wild mushroom petting zoo at end of class. **18+**
Adults Only! Wild Mushrooms can be deadly. No one under 18 allowed.

The Flame-Haired Stars
Master Jon Chesey Calontir 1 hour
Mon Aug 3 8:00 PM - 21:00 A&S 5
In this class, we will explore a history of comets and how they were viewed by writers in period. We will also explore the work of modern astronomers to use these accounts to determine the orbital parameters of the comets.

The Gun Shield: a Short-Lived Innovation
Master Michael Graham OL East 1 hour
Sun Aug 2 9:00 AM - 10:00 A&S 5
Instructor will provide information from a variety of sources explaining the construction and possible use of a number of gun-shields and their significance in the history of advancements in guns and gunpowder technology in the mid-16th Century.

The New Astronomy: Brahe and Kepler in Prague
Master Jon Chesey Calontir 1 hour
Mon Aug 3 9:00 PM - 22:00 A&S 5
Since the 2nd century CE, the standard belief of the arrangement of the cosmos placed the Earth at the center, with sun, moon, and planets all orbiting a stationary Earth. The first to seriously challenge this model was Nicolaus Copernicus' *De Revolutionibus* which proposed a sun-centered cosmos. However, it wasn't until Johannes Kepler's *Astronomia Nova* that the theory was fully developed, ushering in the age of modern astronomy.

The Ship of Theseus and Other Medieval Conundra
Tommaso Franceschi Midrealm 1.5 hours
Sun Aug 2 2:00 PM - 15:30 A&S 1
The question raised by the Ship of Theseus was described by in the 4th century by Plutarch in his *Parallel Lives* . In this roundtable discussion, we’ll discuss that question and other similar ideas from the Bronze Age in both Europe and Asia. Some discussion of epistemology may be on topic as well, depending on the feelings of the group.

Training the War Horse
Mistress Shishido Tora Gozen Aethelmearc 1.5 hours
Sun Aug 2 1:00 PM - 14:30 A&S 8
A trained warhorse was a highly prized commodity in the medieval period, as it is today. Training the horse to work with its rider in order to compete in the tournament entails desensitization to scary objects, response to leg clues, as well as other skill-building techniques. This class will focus on preparing a horse to participate in SCA-type equestrian activities. Ownership of a horse is not required, though an understanding of basic horsemanship skills will be beneficial. This is **not** a mounted class.

Training the Warhorse for Mounted Archery
Mistress Shishido Tora Gozen Aethelmearc 1 hour
Tue Aug 4 1:00 PM - 14:00 A&S 6
This class will focus specifically on training the warhorse for use in Mounted Archery. Desensitization and acclimating to the equipment will be explained with a focus on producing a confident partner in this exciting and challenging martial art. This is **not** a mounted class, and horse ownership is not a requirement.

Trees of Pennsic
Tristyn of Gryffyn's Keep Aethelmearc 1 hour
Thu Aug 6 4:00 PM - 17:00 Bog U
Join an Æthelmearc Forester on a little trek around Pennsic and learn to identify some of the trees you'll come across throughout your visit.

Using an Abacus
Baroness Gwenllyen the Minstrel Midrealm 2 hours
Tue Aug 4 11:00 AM - 13:00 A&S 1
Handouts Limit 9 $1.00
Materials Limit 10 $7.00 An abacus is $6 and the handout is $1.
Counting, adding and subtracting on an abacus. There will be abacus available to practice with. Math is **fun!!**
The abacus is $6 if you want to keep it.

Weed Walk
maister Broom Aethelmearc 2 hours
Tue Jul 28 10:00 AM - 12:00 University Point
Wed Jul 29 10:00 AM - 12:00 University Point
Thu Jul 30 10:00 AM - 12:00 University Point
Fri Jul 31 10:00 AM - 12:00 University Point
Sat Aug 1 10:00 AM - 12:00 University Point
Sun Aug 2 10:00 AM - 12:00 University Point
Mon Aug 3 10:00 AM - 12:00 University Point
Tue Aug 4 10:00 AM - 12:00 University Point
Wed Aug 5 10:00 AM - 12:00 University Point
Thu Aug 6 10:00 AM - 12:00 University Point 2
Cooper's Lake abounds with medicinal and food plants that were used by various primitive and medieval cultures. Learn to identify them during a walk around the campsite. The walk will take place rain or shine. Please wear sturdy shoes and a hat. Meet at University Point for the start of the class. We have multiple teachers, so if you attend more than one walk, you will likely learn different things!

SCRIBAL ARTS

Ebru : Turkish Art of Marbling

Mistress Tatiana Marana Melville Northshield 2 hours
Mon Jul 27 11:00 AM - 13:00 Griffin’s Hoard - merchants
Thu Aug 6 10:00 AM - 12:00 Griffin’s Hoard - merchants
Handouts Limit 8
Materials Limit 8 $20.00 Fee is for supply use, paints, carrageenan, alum, paper fan or kerchief. Also includes handout.

Have you seen the marbled end pages in books? Those are created with the art of *ebru* . Water marbling is an ancient Turkish art. Everyone will marble paper and then will have the chance to marble a fan or a kerchief. If you want to marble more than one fan or one kerchief, there will be an additional fee. **Children need to be accompanied by an adult.**

I-kan-ken-go Japanese Rank, Title, and Office

Solveig Þrándardóttir Aethelmearc 2 hours
Wed Jul 29 4:00 PM - 18:00 Clan Yama Kaminari (E03)
Handouts Limit 20 $1.00

An examination of premodern Japanese society and polity along with how power relations related to titles, offices, and other expressions of "ranks and levels".

Iki : Composing Japanese Scroll Texts

Solveig Þrándardóttir Aethelmearc 1 hour
Thu Jul 30 10:00 AM - 11:00 Clan Yama Kaminari (E03)
Handouts Limit 20 $1.00

An introduction to Japanese diplomata along with the methods by which they are attested and delivered. The structure of Japanese official documents and correspondence is rather different from the textual style in Society documents, letters, and public announcements. This class introduces Japanese epistolatory style and the structures commonly found in official documents. This class will also introduce a few Japanese words which might appear as the header for an official document as well as several stylistic features of official Japanese writing both in Japanese and in English.

10 Things to Know about Historiated Initials

Dominique Von Weissenthurn Aethelmearc 1.5 hours
Thu Jul 30 10:00 AM - 11:30 Æthelmearc 2

In medieval manuscripts, the initials at the beginning of written stories make sense - for example, an ornate capital *I* begins the phrase “In Principio.” But what are we to make of the initial letters that have little pictures of people or animals inside them? They are often doing something clever or historical or religious, but how do you make sense of it? These are called “historiated initials” because the little pictures inside the initials often tell their own stories, or histories. This is a beginner’s class looking at a basic but vital part of understanding medieval illustrations.

10 Things to Know About Medieval Books of Hours

Dominique Von Weissenthurn Aethelmearc 1.5 hours
Wed Jul 29 1:00 PM - 14:30 A&S 7

The Christian Church, following both Roman secular practice and Jewish religious tradition, established rules for the recital of certain prayers and devotions at specific times. In medieval times the devout lay folk followed the example of the religious and wanted to have their own personal prayer book and to follow daily devotions. Books of Hours, though originating in the Church’s liturgy, were used by men and women who lived secular lives. Books of Hours also served a very worldly purpose as status symbols, as gems in the collections of the rich and aristocratic. They are the synthesis of religion, art, and secular life, which gave them great appeal. Their popularity was such that they form the largest single category of illuminated manuscripts which now exist, and thousands survive today.

A New Way to Draw and Discovering Drawing Intro

Sazia de Sarro known as Dasani Midrealm 1 hour
Wed Jul 29 10:00 AM - 11:00 Æthelmearc 2
Sat Aug 1 12:00 PM - 13:00 Æthelmearc 2
Materials Limit 15 $5.00 supplies for the class - laminating, drawing supplies, etc.

This class is a brief intro to four different techniques for drawing:

- Sighting
- Drawing using Shapes
- Grid Drawing
- Negative Space Drawing

and

Discovering Drawing with Values

This class is part of a series of classes, each addressing, practicing, and utilizing different techniques for drawing and shading objects you have drawn. This class is an overview/intro class to the others.

Participating in all classes is not a requirement to take this class! This class is designed to introduce you to what you will learn in the other classes and to help you decide if you would like to continue on! :-)

A New Way to Draw: Grid Drawing

Sazia de Sarro known as Dasani Midrealm 1 hour
Thu Jul 30 12:00 PM - 13:00 Æthelmearc 2
Tue Aug 4 4:00 PM - 17:00 Æthelmearc 1
Handouts Limit 15
Materials Limit 15 $5.00 supplies for the class - laminating, drawing supplies, etc.

Learn and use the drawing technique of Grid Drawing in order to aid in drawing for different art forms.

This class is part of a series of classes, each addressing different techniques for drawing **plus** an overview/intro class.

Classes can be taken in any order - however, it will be helpful to have the drawing classes before the "Discovering Drawing: Value" classes!

Participating in all classes is not a requirement to take this class.

A New Way to Draw: Negative Space Drawings

Sazia de Sarro known as Dasani Midrealm 1 hour
Wed Jul 29 2:00 PM - 15:00 Æthelmearc 2
Tue Aug 4 2:00 PM - 15:00 Æthelmearc 1
Handouts Limit 15
Materials Limit 15 $5.00 supplies for the class - laminating, drawing supplies, pencils etc.

Learn to use the drawing technique of using negative space to help create a drawing. This class is hands-on! :-)

This class is part of a series of classes, each addressing different techniques for drawing **plus** an overview/intro class.

Classes can be taken in any order - however, it will be helpful to have the drawing classes before the "Discovering Drawing: Value" classes.

Participating in all classes is not a requirement to take this class.

A New Way to Draw: Sighting

Sazia de Sarro known as Dasani Midrealm 1 hour
Wed Jul 29 12:00 PM - 13:00 Æthelmearc 2
Sat Aug 1 3:00 PM - 16:00 Æthelmearc 1
Materials Limit 15 $5.00 supplies for the class - laminating, drawing supplies, etc.

Learn and practice using the drawing technique of sighting to help aid in rendering objects for different types of art.

This class is part of a series of classes, each addressing different techniques for drawing **plus** an overview/intro class.

Classes can be taken in any order - however, it will be helpful to have the drawing classes before the "Discovering Drawing: Value" classes

Participating in all classes is not a requirement to take this class.

A New Way to Draw: Using Shapes

Sazia de Sarro known as Dasani Midrealm 1 hour
Wed Jul 29 11:00 AM - 12:00 Æthelmearc 2
Sat Aug 1 1:00 PM - 14:00 Æthelmearc 2
Handouts Limit 15
Materials Limit 15 $5.00 supplies for the class - laminating, drawing supplies, etc.

Learn and use the technique of drawing using shapes in order to help aid in drawing different objects for artwork.

This class is part of a series of classes, each addressing different techniques for drawing **plus** an overview/intro class.

Classes can be taken in any order - however, it will be helpful to have the drawing classes before the "Discovering Drawing: Value" classes.

Participating in all classes is not a requirement to take this class.

Absolute Beginner's Chinese Ink Painting

Constantine Skerbec Midrealm 1 hour
Thu Jul 30 4:00 PM - 17:00 Æthelmearc 2
Materials Limit 10

Come learn the foundational strokes of Chinese calligraphy, and how to apply them to traditional landscape painting.

Ink, paper, and brushes provided. Take your painting home with you!

Applying Alliterations in Scripting Scrolls

Baron Ixac Ben Simone Aethelmearc 1 hour
Mon Aug 3 12:00 PM - 13:00 Æthelmearc 1

The purpose of this class is to demonstrate the most expedient and effortless way to use alliterations as you write the words for a scroll. I plan to break down the proper time to use alliterations as opposed to instances when it is best not to use them, and how to best incorporate them into a scroll. I will also show the students how to refrain from repeating words in a sentence that have the same meaning, and how to find alliterative words that fit the theme of a scroll and keeps the language of the scroll poetic and in period.

Beginner Scribal Track: *The Book of Deer*

Mistress Alicia Langland Aethelmearc 2 hours
Sun Aug 2 10:00 AM - 12:00 Æthelmearc 1
Mon Aug 3 10:00 AM - 12:00 Æthelmearc 1
Tue Aug 4 10:00 AM - 12:00 Æthelmearc 1
Wed Aug 5 10:00 AM - 12:00 Æthelmearc 1
Thu Aug 6 10:00 AM - 12:00 Æthelmearc 1
Handouts Limit 10 $5.00
Materials Limit 10 $40.00 Supplies will be provided for all 5 classes: pigments & binder, paintbrush, calligraphy nibs & holder, ink, paper, drawing tools, and toolbox

Designed for beginners (but open to those wishing to add another style or new skills to their scribal wheelhouse), this intensive workshop focuses on a fun and quirky 9th-century Scottish manuscript, *The Book of Deer* . Taught by 3 Æthelmearc scribes, this five-day workshop will cover the history and design of the manuscript, paint-making, calligraphy, and decoration. Plan to attend all 5 sessions and leave with the know-how, skills, and supplies to create your own masterpiece in the style of this manuscript. Please bring $45 in cash to the first class on 8/2. Fee covers handouts, supplies for all 5 classes, and take-home kit, enough to keep you working after War!

Calligraphy: Inside, Outside, and In Between

Lady Margarette la Gantiere East 1 hour
Tue Jul 28 4:00 PM - 17:00 Æthelmearc 2
Sun Aug 2 9:00 AM - 10:00 Æthelmearc 1

This class will look at letter proportion, counters, letter, word and interlineal spacing and how it can improve the look of your calligraphy. This class is primarily a discussion/demonstration class with some hands on exercises.

Create a White-Vine Stem Initial

Lady Margarette la Gantiere East 1 hour
Thu Jul 30 4:00 PM - 17:00 Æthelmearc 1
Wed Aug 5 11:00 AM - 12:00 Æthelmearc 2
Materials Limit 20 $1.00 Markers, letter sheets, tracing paper, Bristol paper, color dot card for painting, pencils, brushes, erasers.

The class will learn about late period Italian white-vine stem work and will learn the design principals and strategies by creating a white-vine Initial capital letter.

Designing Gothic Tracery Using Compass and Ruler

Master Kirk FitzDavid Calontir 1 hour
Wed Jul 29 1:00 PM - 14:00 Æthelmearc 2
Handouts Limit 10 $2.00

Gothic Tracery is not random drawings. There is symmetry and order involved, and if you're free-handing it you're probably not getting it quite right. This class will start you on how to lay out basic Gothic tracery, including trefoils, quatrefoils, and pointed arches using a compass, a straight edge, and a pencil. Graph paper and basic tools provided, but if you have better tools please bring them.

Discovering Drawing: Reversal Drawings

Sazia de Sarro known as Dasani Midrealm 1 hour
Fri Jul 31 12:00 PM - 13:00 Æthelmearc 2
Wed Aug 5 4:00 PM - 17:00 Æthelmearc 2
Materials Limit 15 $5.00 Drawing supplies & materials, charcoal, paper, clean up supplies etc.

This class is part of the series "Discovering Drawing" and will focus on using value to make your drawing look more realistic through drawing the light.

This class may be of help to people who are thinking about working on dark paper for illumination.

This class uses charcoal and is messy - so it is recommended that you not wear your good court garb! :-)

Discovering Drawing: Shade Drawings using Hatching

Sazia de Sarro known as Dasani Midrealm 1 hour
Thu Jul 30 1:00 PM - 14:00 Æthelmearc 2
Tue Aug 4 5:00 PM - 18:00 Æthelmearc 1
Materials Limit 15 $5.00 Art materials - drawing pencils, paper, etc.

Hatching (and crosshatching) is a period technique that artists would use to help their drawings appear three dimensional. Learn about these techniques and try out how this can help your drawings.

Discovering Drawing: Tonal-Based Shading

Sazia de Sarro known as Dasani Midrealm 1 hour
Thu Jul 30 2:00 PM - 15:00 Æthelmearc 2
Wed Aug 5 2:00 PM - 15:00 Æthelmearc 2
Materials Limit 15 $5.00 supplies for the class - laminating, drawing supplies, etc.

Drawing using a range of values can help your drawings appear more realistic. Learn how to create and add those values to your drawings! This class is hands on.

This class is part of a series of classes, each addressing different techniques for drawing **plus** an overview/intro class. Classes can be taken in any order; however, it will be helpful to have the drawing classes before the "Discovering Drawing" classes. Participating in all classes is not a requirement to take this class.

Drawing Materials Playtime

Sazia de Sarro known as Dasani Midrealm 1 hour
Fri Jul 31 1:00 PM - 14:00 Æthelmearc 2
Tue Aug 4 1:00 PM - 14:00 Æthelmearc 2
Materials Limit 15 $5.00 supplies for the class - drawing supplies, paper, etc.

Did you know that different drawing materials were made for different purposes and have different strengths and drawbacks? Learn and experiment with multiple drawing materials so you know what you like and why you would choose one over another for your artwork. Materials to experiment will include multiple different drawing pencils, handmade and store-bought charcoals, and more! FYI - this class can be messy! This class is hands on.

Dyeing Pergamenata to Replicate Dyed Manuscripts

Lady Margarette la Gantiere East 1 hour
Sat Aug 1 12:00 PM - 13:00 Æthelmearc 1
Mon Aug 3 1:00 PM - 14:00 Æthelmearc 1
Materials Limit 20 $1.00 Isopropyl Alcohol, Inktense color sticks, Pergamenata, cotton pads, work mat.

Pergamenata is used widely in the SCA as a substitute for parchment. Unfortunately, it can buckle badly when it gets wet, making the reproduction of dyed manuscripts like the black hours difficult.

In this class I will demonstrate how to dye pergamenata using inexpensive and readily available materials that allow it to stay perfectly flat. I will also discuss the use of dyed manuscripts in period by various cultures.

Class members will have the opportunity to dye a small piece of pergamenata and, if they bring painting or calligraphy supplies, will be able to experiment with painting and lettering on their sample.

Intro to All Things Scribal (For Teens)!

Baroness Emmeline Von Kaltwasser Midrealm 2 hours
Thu Aug 6 12:00 PM - 14:00 Teen University
Handouts Limit 10
Materials Limit 10

Have you ever been interested in scribal but don't have the resources, the knowledge, or the time? This class will help get you started! First third of the class will be a short intro to the scribal arts in the SCA and the remaining time will give you opportunity to try out some supplies and get you on your feet.

Scribal Tea

Angellino the Bookmaker Aethelmearc 2 hours Sun Aug 2 1:00 PM - 15:00 Æthelmearc 1

Come sip tea at 1pm on Sunday of war week at AE Royal. Devour delectable fruits and other foods and consume cold drinks to refresh on a hot summer day. Win door prizes to make any scribe jump for joy, take home great gifts to aid in scribal work and enjoy a wonderful time spent with friends and fellow scribes. You don't want to miss this year's Scribal Tea.

To Bite Metal: Etched Prints in Europe

Lady Aíbinn of Roxbury Mill Atlantia 1 hour
Sat Aug 1 9:00 AM - 10:00 A&S 3
Handouts Limit 10

Metal etching, the chemical process of incising metal, is evidenced from the Iron Age and recorded as early as the 11th century. The technique gained popularity as a method to decorate arms and armor from the 13th century and was eventually adopted for printmaking by the late 15th century. We'll cover developments leading up to the invention of etched prints in the late 15th century, important early artists and techniques, and the period process for making and printing an etching.

Tracing is Period

Baroness Anne de Basillon Trimaris 1 hour
Tue Jul 28 2:00 PM - 15:00 Æthelmearc 1
Thu Jul 30 10:00 AM - 11:00 Æthelmearc 1

Brief discussion of historical tracing techniques followed by tips and tricks for reusing sketches.

Wordsmithing 101

Baroness Aislinn Chiabach East 1 hour
Thu Jul 30 3:00 PM - 16:00 Æthelmearc 1
Sat Aug 1 9:00 AM - 10:00 Æthelmearc 2

This will be an in-depth look into the word composition of award documents, commonly known as scrolls in the SCA. We'll discuss the required information, types of awards, and the prose style most commonly favored for this application.

Wordsmithing Scrolls to Sound More Period

Barunin Amalie Reinhardt Aethelmearc 1 hour
Wed Jul 29 12:00 PM - 13:00 Æthelmearc 1
Tue Aug 4 2:00 PM - 15:00 Æthelmearc 2
Handouts Limit 10 $2.00

Learn some ways to make your scroll sound more period using primary source material.

SPINNING

But Is it Really Flax? A Tour of Bast Fibers

Mistress Fiadnata ó Gleann Àlainn Midrealm 2 hours Fri Jul 31 3:00 PM - 17:00 Fiber Arts Pavillion - Atlantean Royal
Mon Aug 3 11:00 AM - 13:00 Fiber Arts Pavillion - Atlantean Royal
Materials Limit 10 $5.00 10 gram samples of 5 different bast fibers; drop spindles

Being able to distinguish between different fibers in textiles is an important point of concern in textile archaeology. Animal fibers are all easily identified, but bast fibers have always been difficult. Let's take a look at several of them and see what each is like and how well they spin on a drop spindle.

Drop Spinning 101

Mistress Catherine of Deva Midrealm 2 hours
Wed Jul 29 1:00 PM - 15:00 A&S 5
Mon Aug 3 1:00 PM - 15:00 A&S 5

Want to learn to drop spin or have had a hard time picking it up? Come and learn using a high whorl spindle. Spindles and wool will be provided. Spindles may be purchased for $3.00.

Intro to Spinning (Teen U)

Lady Aine a Burc Midrealm 1.5 hours
Sat Aug 1 1:00 PM - 14:30 Teen University
Materials Limit 10

This is an intro class on learning to spin wool into yarn on a top whorl drop spindle. A variety of wool samples and spindles will be provided free of charge (limit 10).

Make Your Own Stone Spindle Whorls

Master Bedwyr Danwyn Aethelmearc 1 hour
Fri Jul 31 3:00 PM - 16:00 Bog U
Mon Aug 3 3:00 PM - 16:00 Bog U

Teacher will demonstrate how to make stone spindle whorls with common hand tools and inexpensive stone. It's easier and faster than you might think, and you can sell them to folks who didn't bother to take this class!

Retrieving Retted Flax at Pennsic

Mistress Fiadnata ó Gleann Àlainn Midrealm 1 hour
Fri Jul 31 2:00 PM - 15:00 Fiber Arts Pavillion - Atlantean Royal
Thu Aug 6 4:00 PM - 17:00 Fiber Arts Pavillion - Atlantean Royal

Flax is one of the oldest fibers used by man to create thread for weaving, but how do they get the fibers *out* of the flax plants? Retting is the term used for the process of "rotting" the plant fiber enough to release the bast fibers within the plants so they can be separated from the other plant material and used for spinning and weaving. We will be retrieving the bundle of flax we put in to rett in the creek near the Fiber Arts Pavilion.

Retting Flax at Pennsic

Mistress Fiadnata ó Gleann Àlainn Midrealm 1 hour
Tue Jul 28 2:00 PM - 15:00 Fiber Arts Pavillion - Atlantean Royal

Flax is one of the oldest fibers used by man to create thread for weaving, but how do they get the fibers *out* of the flax plants? Retting is the term used for the process of "rotting" the plant fiber enough to release the bast fibers within the plants so they can be separated from the other plant material and used for spinning and weaving. We will be putting a bundle of flax to rett in the creek near the Fiber Arts Pavilion.

Retting Flax at Pennsic

Mistress Fiadnata ó Gleann Àlainn Midrealm 1 hour
Mon Aug 3 1:00 PM - 14:00 Fiber Arts Pavillion - Atlantean Royal

Flax is one of the oldest fibers used by man to create thread for weaving, but how do they get the fibers *out* of the flax plants? Retting is the term used for the process of "rotting" the plant fiber enough to release the bast fibers within the plants so they can be separated from the other plant material and used for spinning and weaving. We will be putting a bundle of flax to rett in the creek near the Fiber Arts Pavilion.

Spin-In: Handspinning Hangout

Fortuna Torquenta Atlantia 1 hour
Sun Aug 2 4:00 PM - 17:00 A&S 12
Tue Aug 4 4:00 PM - 17:00 A&S 13

Bring your spindles, your wools and plant fibers, your knowledge or questions, and work on something with others in your craft. This is also open to cordage-makers, weavers, nalbinders, felters, embroiderers, and anyone else who is interested in handmade yarn and thread. We will discuss methods and use-cases and troubleshooting. This will not be a class on how to spin, though new spinners are very welcome!

Spindles and Thread

Fortuna Torquenta Atlantia 1 hour
Sun Aug 2 11:00 AM - 12:00 A&S 13

Every culture had thread and weaving, used in ways most practical for their culture and region. This class will focus on spindles, finds from different regions, and how wool and other fibers are processed to fit a need. A small variety of spindles and wools will be on hand for viewing and trying out.

WEAVING

Advanced Inkle Weaving
Mistress Barbara Webster Midrealm 3 hours
Tue Aug 4 5:00 PM - 20:00 Touch the Earth Materials
Limit 5 $5.00 Yarn, handout1

Learn Baltic pickup on the inkle loom. Bring your own loom or borrow one of ours. All supplies are provided. Class limit 6.

Basics of Tapestry Weaving
Mistress Virag Qarabay Calontir 1 hour
Thu Aug 6 2:00 PM - 15:00 Du Puy Creations Merchant Booth

Learning the basics of tapestry and rug weaving which share many simple techniques. Looms will be available in class with materials so students can learn hands-on how to start their own piece.

Adults Only! Teacher had tbi and needs very controlled circumstance to function.

Beginning Central Asian Rug Weaving
Mistress Virag Qarabay Calontir 1.5 hours
Thu Jul 30 12:30 PM - 14:00 Black Mountain, Booth 86
Handouts Limit 10 $1.00
Materials Limit 10

Students will learn basic rug weaving techniques thru hands-on practices such as *soumak* and slit tapestry to be able to create their own rugs. **18+**

Adults Only! Brain injury of teacher and need very controlled circumstance to be able to speak and teach.

Beginning Inkle Weaving
Mistress Barbara Webster Midrealm 3 hours
Wed Jul 29 3:00 PM - 18:00 Touch the Earth
Fri Jul 31 1:00 PM - 16:00 Touch the Earth
Mon Aug 3 4:00 PM - 19:00 Touch the Earth
Materials Limit 6 $5.00 handout, thread, 2 colors. approximately 70 yards total per student.Use of equipment

Learn to create beautiful trim for your garb. We will cover how to read an inkle pattern, how to set up and weave efficiently on the inkle loom. Bring your own loom and shuttle, or borrow one/both. Supplies provided: #10 cotton crochet thread/equivalent, in two colors; scissors; paper and pencil for notes. If you prefer, you may bring your own cotton yarn.

Bring Out Your Looms!
Ana Kendra Webster East 2 hours
Wed Jul 29 10:00 AM - 12:00 A&S 1

Are you struggling with your tablet weaving? Do you have questions that need to be answered hands-on? Do you want to learn a new technique that's been eluding you? Use this time to ask questions, give answers, share hacks, and get to know your fellow local tablet weavers!

Card Weaving Basics
Baron Egill the Loomwright No Kingdom 1.5 hours
Thu Jul 30 11:00 AM - 12:30 Pine Box Traders
Sat Aug 1 3:00 PM - 16:30 Pine Box Traders
Mon Aug 3 9:00 AM - 10:30 Pine Box Traders
Tue Aug 4 1:00 PM - 14:30 Pine Box Traders
Materials Limit 5 $60.00 loom, shuttle, cards, string, & instructions

Using the continuous warping method, you will warp your loom and weave a narrow strap or trim piece. Class limited to 5 looms. Take your work home with you.

Continuous Warping and Double-Faced Weaving
Lady Chana Freidl the Maker East 2 hours
Fri Jul 31 9:00 AM - 11:00 A&S 13
Tue Aug 4 9:00 AM - 11:00 A&S 13
Handouts Limit 20 $5.00

Continuous tablet warping is so fast it feels like cheating, but it's actually trickier than it sounds. Double-faced weaving allows you to weave anything you can graph! Learn how to do both in a hands-on class that will answer all your questions. Bring your inkle loom, at least 10 cards, warping tools, and 4 balls of yarn (2 of the same light color and 2 of the same dark color) and I'll show you the basics. No loom? No problem! I'll have mine ready to practice on.

Family Stick Weaving
Baron Egill the Loomwright No Kingdom 1 hour
Sat Aug 1 11:00 AM - 12:00 Pine Box Traders
Materials Limit 10 $10.00 Sticks, string, & instructions

Family-oriented stick weaving is a simple, weft-based weaving method that is great for making belts and straps. It is able to be upgraded to make everything from shawls to rugs. Fee covers sticks and string; take your work home with you. Youth welcome with parent or guardian.

Inkle Weaving Basics
Baron Egill the Loomwright No Kingdom 1 hour Wed
Jul 29 1:00 PM - 14:00 Pine Box Traders
Fri Jul 31 9:00 AM - 10:00 Pine Box Traders
Sun Aug 2 1:00 PM - 14:00 Pine Box Traders
Thu Aug 6 11:00 AM - 12:00 Pine Box Traders
Materials Limit 10 $57.00 loom, shuttle, yarn, & instructions

Using the continuous warping method, you will warp your loom and weave an inkle strip. Class limited to 10 looms.

Introduction to Tablet Weaving
Aibell ingen Dairmata Aethelmearc 1.5 hours
Thu Jul 30 9:00 AM - 10:30 A&S 10
Mon Aug 3 1:00 PM - 14:30 A&S 10
Handouts Limit 15
Materials Limit 9 $5.00 String, tablet cards, shuttles, looms (I keep the looms and tools for the next class). Students can take their weaving with them.

Learn how to tablet weave. We will cover the basics of how to read a pattern and how to tablet weave. Cost is $5 for materials (you can keep the weaving you make). All materials and looms provided (loom is pre-warped before class). No cost for handouts. Pre-teens welcome.

Introduction to Tablet Weaving
Mistress Ciara McRobbie East 1 hour
Thu Jul 30 1:00 PM - 14:00 A&S 6
Mon Aug 3 11:00 AM - 12:00 A&S 1
Materials Limit 10 $5.00 Cards, cotton thread, carabiner clip

Hands-on class where students will learn how to read a pattern, thread cards to follow the pattern, and how to turn the cards to create the design.

Learn The Letters: Double-Faced Tablet Weaving
Ana Kendra Webster East 1.5 hours
Mon Aug 3 3:00 PM - 16:30 A&S 5

Starting with a continuous warp demo, then onto double-faced tablet weaving. Please bring a loom or backstrap warped and ready to go, one color in holes A&B, a contrasting color in holes C&D, 34 cards. Please don't warp with wool or any other finicky fiber, cotton would be best. I will have some patterns available but try to bring an easy pattern that brings you joy. Letters are a great start. This is more advanced than basic four forward, four back, but if you're proficient with that, it is not hard to learn and understand.

Needle-Woven Pouch
Baron Egill the Loomwright No Kingdom 1.5 hours
Wed Jul 29 3:00 PM - 16:30 Pine Box Traders
Sat Aug 1 1:00 PM - 14:30 Pine Box Traders
Tue Aug 4 11:00 AM - 12:30 Pine Box Traders
Materials Limit 10 $15.00 loom, string, & instructions

Create a tabby-woven pouch on a one-piece loom. Class limited to 10 looms.

Rake Peg Loom Basics
Baron Egill the Loomwright No Kingdom 1.5 hours
Thu Jul 30 1:00 PM - 14:30 Pine Box Traders
Sat Aug 1 9:00 AM - 10:30 Pine Box Traders
Mon Aug 3 1:00 PM - 14:30 Pine Box Traders
Wed Aug 5 9:00 AM - 10:30 Pine Box Traders
Materials Limit 10 $30.00 loom, yarn & instructions

The tabletop rake peg loom, also known as a rake loom, is a step up from stick weaving. The base allows you to do a wider piece. Class limited to 10 looms.

Stick Weaving
Baron Egill the Loomwright No Kingdom 1 hour Thu
Jul 30 3:00 PM - 16:00 Pine Box Traders
Sun Aug 2 9:00 AM - 10:00 Pine Box Traders
Mon Aug 3 11:00 AM - 12:00 Pine Box Traders
Wed Aug 5 11:00 AM - 12:00 Pine Box Traders
Materials Limit 10 $10.00 Sticks, string, & instructions

Stick weaving is a simple, weft-based weaving method. Great for making belts and straps. Upgradable to make everything from shawls to rugs. Sticks and string provided; take your work home with you.

Tablet Weaving: No Loom? No Problem!
THL Sunnifa Gunnarsdottir Midrealm 1 hour
Sun Aug 2 1:00 PM - 14:00 A&S 10

This class will discuss how to get started in tablet weaving without a large start-up cost. We will look at ways to use backstraps, belts, clamps, and furniture to hold the threads while weaving. We will also discuss ways to make starter looms from wood, PVC, or metal pipe.

Tapestry Frame Weaving Basics
Baron Egill the Loomwright No Kingdom 1.5 hours
Fri Jul 31 3:00 PM - 16:30 Pine Box Traders
Sun Aug 2 11:00 AM - 12:30 Pine Box Traders
Tue Aug 4 3:00 PM - 16:30 Pine Box Traders
Thu Aug 6 1:00 PM - 14:30 Pine Box Traders
Materials Limit 5 $30.00 loom, accessories, yarn & instructions

A simple introduction to frame weaving such as tapestry, etc. Class limited to 10 looms. Loom, accessories, yarn, and instructions included in class.

Twined Bag/Pouch Make and Take
Yrsa Sumerlidi Midrealm 1 hour
Tue Jul 28 11:00 AM - 12:00 Holt Herotus W01
Sun Aug 2 2:00 PM - 15:00 Holt Herotus W01
Tue Aug 4 11:00 AM - 12:00 Holt Herotus W01
Handouts Limit 10
Materials Limit 10 $5.00 Wood for loom, yarn for weaving

Learn the art of twining (similar to weaving). Class fee includes loom and yarn. You can bring your own yarn if you wish (specific colors/allergies). Easy project that can be completed in a day (including time after class).

WOODWORKING

An Introduction to Woodcarving
THL Kai SaerPren East 2 hours
Tue Jul 28 9:00 AM - 11:00 Hus Faerhaga: N8
Tue Aug 4 9:00 AM - 11:00 Hus Faerhaga: N8

A review of woodcarving tools, materials, and methods. **Adults Only! youths may participate with a parent present.**

Building Wooden Spoked Cart Wheels
Master Kirk FitzDavid Calontir 1 hour Thu
Jul 30 1:00 PM - 14:00 A&S 1
Wed Aug 5 1:00 PM - 14:00 A&S 2
Handouts Limit 1
Materials Limit 1 $5.00 Free handout, optional plans available for $5

Instructions on how to make a cart-sized wooden wheel with spokes using typical shop tools - saws (hand saws or table & band saw), drill, lathe, and miscellaneous hand tools. Covers history of wooden wheels, woods to use, description of component parts, and assembly. Examples for your hands-on examination. Free single-page handout, plans available for $5. Discussion and parts handling only, no tools needed or actual woodworking during class.

How to Carve a Viking Duck
Master Nigel leHaie Midrealm 1 hour
Wed Jul 29 1:00 PM - 14:00 A&S 10
Mon Aug 3 11:00 AM - 12:00 A&S 10

Spend a pleasant hour learning how to carve a toy Viking duck out of wood, similar to one found in the Birka dig. All materials and tools will be provided. There is no cost for this class. **You must be at least 14 to take this class.** It involves a very sharp and pointy knife. You must have your mother's or wife's permission to take this class.Bandages will be provided.
Adults Only! Very sharp tools

How to Make Period Furniture that Packs Flat
Lady Merswynd of Caudor Atlantia 1 hour
Thu Jul 30 9:00 AM - 10:00 A&S 12
Tue Aug 4 1:00 PM - 14:00 A&S 12
Handouts Limit 16 $5.00

Learn how to make medieval-style beds, tables, and cooler chests that pack flat for travel and snap together in minutes. Requires a beginner's level of skill and simple tools.

Intro to "Medieval-Like" Woodworking Part 1 of 2
THL Kai SaerPren East 3 hours
Wed Jul 29 9:00 AM - 12:00 Hus Faerhaga: N8
Wed Aug 5 9:00 AM - 12:00 Hus Faerhaga: N8
Handouts Limit 20

Part 1 of 2 parts. A review of hand tools and techniques for woodworkers wanting to make more medieval-like work. We will start with a log and, using a hand-tools only philosophy, work through the methods to turn the log into furniture parts.

Adults Only! youthful persons may attend if accompanied by a parent

Intro to "Medieval-Like" Woodworking, Part 2 of 2
THL Kai SaerPren East 3 hours
Thu Jul 30 9:00 AM - 12:00 Hus Faerhaga: N8
Thu Aug 6 9:00 AM - 12:00 Hus Faerhaga: N8
Handouts Limit 20

Yesterday we started with a log and made furniture parts. Today we will review joinery and make a drawbored mortice and tenon.

Adults Only! youths may participate with a parent present

Introduction to Dovetails
Honorable Laird Coinneach Mac an Leigh
Æthelmearc 2 hours
Wed Jul 29 10:00 AM - 12:00
Woodworking - Barony of Thescorre N08
Sun Aug 2 1:00 PM - 15:00
Woodworking - Barony of Thescorre N08
Wed Aug 5 10:00 AM - 12:00
Woodworking - Barony of Thescorre N08
Materials Limit 6
$3.00 Two boards, one for tails and one for pins

Students will learn to cut through dovetails (the simplest form) using only hand tools.

Known World Woodworkers' Meet and Greet
THL Kai SaerPren East 1 hour
Tue Aug 4 4:00 PM - 17:00 Hus Faerhaga: N8

A meet and greet for any and all woodworkers.

Making a "Glastonbury Lite" Chair
Baron Erick der Rotnacken Midrealm 1.5 hours
Fri Jul 31 2:00 PM - 15:30 A&S 6
Sun Aug 2 4:00 PM - 17:30 A&S 6
Handouts Limit 20

Tired of cheap folding chairs? Learn some tips and techniques to make a Glastonbury chair that folds flat, looks period, doesn't require pins or pegs, and holds at least 300 pounds.

Period Portable Furniture You Can Make
Master Cariadoc West 1 hour
Tue Aug 4 3:00 PM - 16:00 Enchanted Ground - W09

Chairs, tables, and a bed, all based on period designs. At least one chair, one table, and the bed are simple enough so that someone with only basic tools and no expertise should be able to make them.

Sharpening Everything for Woodworking
THL Kai SaerPren East 1 hour
Wed Jul 29 2:00 PM - 15:00 Hus Faerhaga: N8
Wed Aug 5 2:00 PM - 15:00 Hus Faerhaga: N8

Sharpening everything for woodworking.

Adults Only! Youth may participate if accompanied by their parent

Paladin's Pantry Rides Again!

Dear Gentles,

Have you ever found yourself with more to pack at the end of Pennsic than you did when you set out from home, only to find that your vehicle seems to have shrunk? Is your kitchen area full of boxes of cereal, pasta, jars of peanut butter, and jugs of bottled water you can't remember buying?

Never fear! The annual **Paladin's Pantry Food Drive** is here to help, by conveying your camp's extra food and drink to the Portersville Food Pantry, a local food bank. Just drop any unopened foodstuffs or beverages (including water) at one of our handy collection points:

Atlantia Royal (N40)	near the Gothic Abbey and Fletcher
House Sable Maul (N29)	on Count Jehan's Bounty
Barony of Bhakail (N11)	corner of Brewer's
BMDL Baronial (N10)	central Serengeti
Æthelmearc Royal (N04)	next to Pennsic University
Nine Dragons (N01)	next to the Great Hall
Venshavn (E24)	across from Wulfden's Back Door
Northshield Royal (E02)	center south side of the block
Barony of Blackstone Mountain (E04)	

PLEASE NOTE: Collections will begin at Noon on Saturday. Please have all donations at one of the points by then! Sadly, there will be no Sunday collection this year.

Last Pennsic, we collected several TONS of high-quality food, drink & other supplies for local shelters. In addition, this year the program will again be collecting used tents, sleeping bags, cots, and rain gear (especially those in child sizes), which will serve no one in a dumpster, to benefit the homeless.

So exercise your charity, lighten your load, and help members of the community that has made us so welcome over the years!

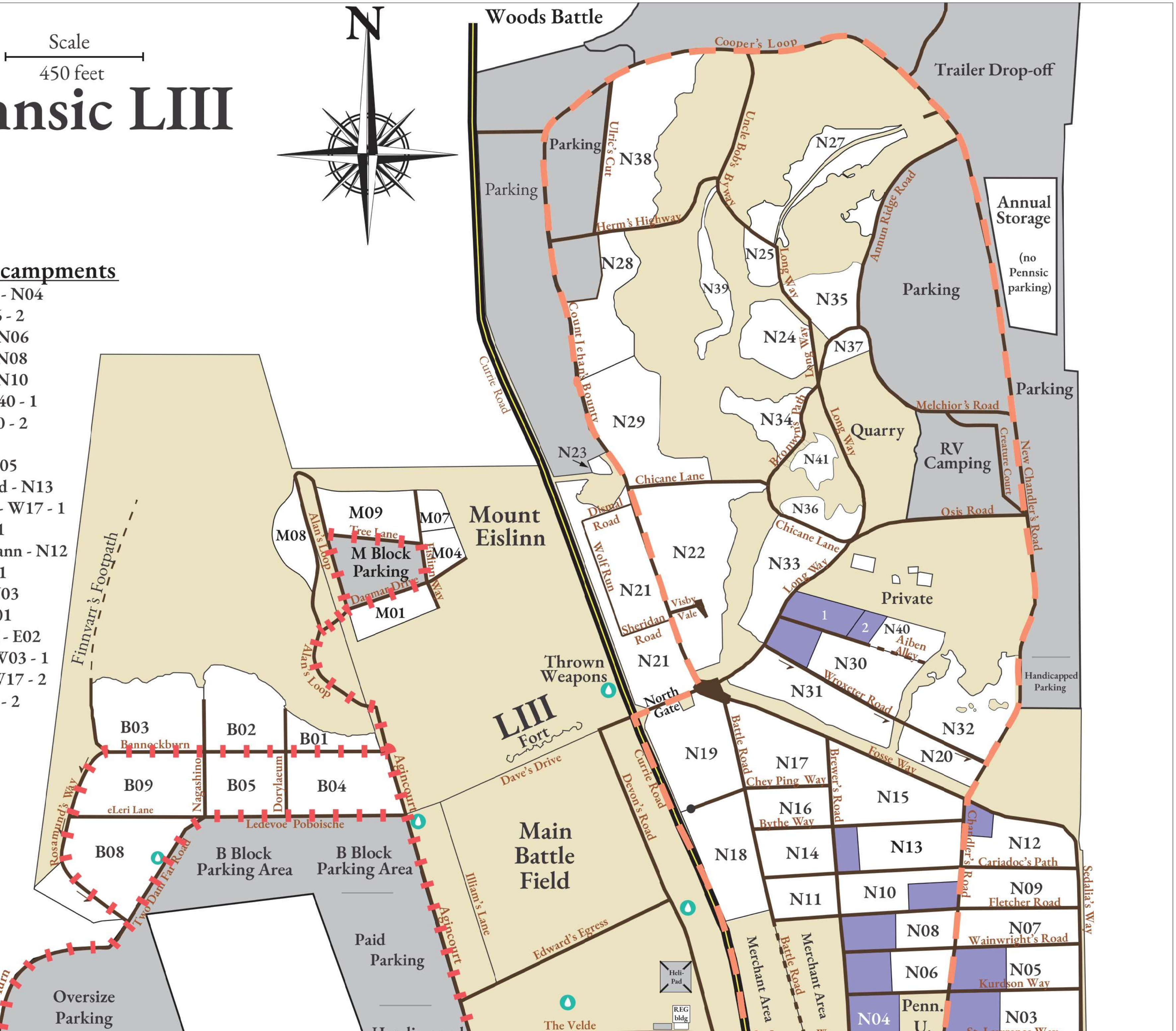
Please direct any questions to Morien MacBain (Lusty Wench Tavern, E17), 304-283-5640. Want to help out more? Join us on Facebook!

In addition, while Paladin's Pantry doesn't accept ANY cash donations, Portersville Food Pantry (to whom we deliver the food) DOES! They are a registered 501 (c)(3) charity, and lovely people. They have Paypal, Venmo, and Snailmail donation options, if you'd like to help them financially!

Paladin's Pantry: We put the LARGE in Largesse!

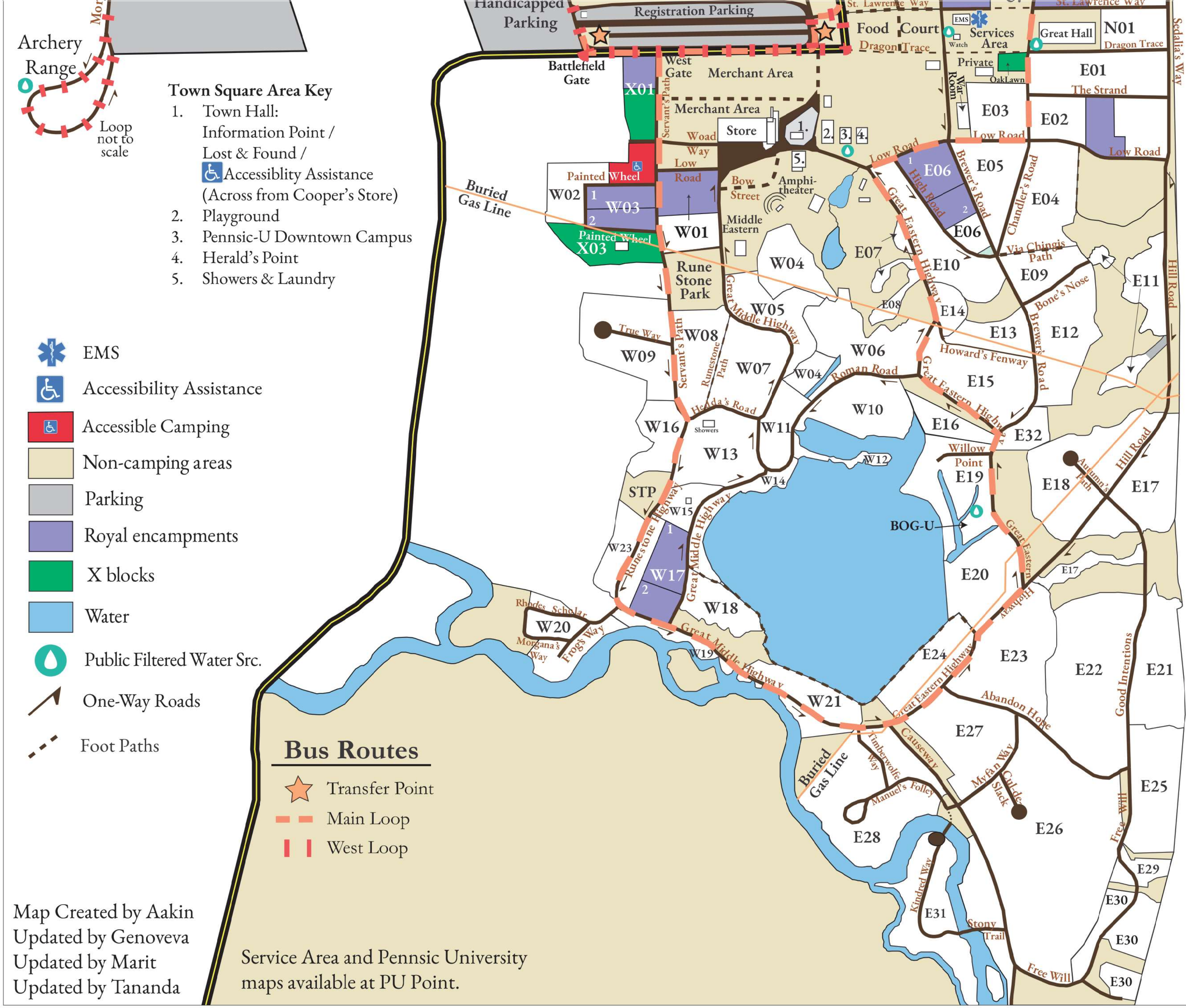
PALADIN'S PANTRY

Pennsic LIII


Scale
450 feet
N
Woods Battle
Trailer Drop-off
Cooper's Loop
Parking
Ulric's Cut
N38
Uncle Bob's Byway
N27
Annun Ridge Road
Annual Storage
(no Pennsic parking)
Parking
Herm's Highway
N25
N39
Long Way
N35
N28
Count Jehan's Bounty
N24
N37
Currie Road
Parking
Melchior's Road
N29
N34
Bronwyn's Path
Long Way
Quarry
N41
RV Camping
Creature Court
New Chandler's Road
N23
Chicane Lane
Osis Road
N36
Chicane Lane
Dismal Road
N22
N33
Long Way
Private
Wolf Run
N21
Visby Vale
Sheridan Road
1
2
N40
Aiben Alley
N30
N21
Wroxeter Road
N31
Handicapped Parking
Thrown Weapons
North Gate
N32
N20
Fosse Way
LIII Fort
Dave's Drive
N19
Battle Road
N17
Chey Ping Way
Brewer's Road
N15
Currie Road
Devon's Road
N16
Bythe Way
Chandler's Road
N12
Cariadoc's Path
N18
N14
N13
Main Battle Field
N11
N10
N09
Fletcher Road
N08
N07
Wainwright's Road
Sedalia's Way
Merchant Area
Battle Road
Merchant Area
N06
N05
Kurdson Way
N04
Penn. U.
N03
Heli-Pad
REG bldg
The Velde
Edward's Egress
Illiam's Lane
Agincourt
Mount Eislinn
M09
M07
Tree Lane
M08
M Block Parking
M04
Eislinn Way
Alan's Loop
Dagmar Drive
M01
Alan's Loop
Finnvarr's Footpath
B03
B02
B01
Bannockburn
Agincourt
B09
Nagashino
B05
Dorylaeum
B04
eLeri Lane
Ledevoe Poboische
Rosamund's Way
B08
Two Dan Far Road
B Block Parking Area
B Block Parking Area
Paid Parking
Oversize Parking
Handicapped

Royal Encampments

Æthelmearc - N04
An Tir - E06 - 2
Ansteorra - N06
Artemisia - N08
Atenveldt - N10
Atlantia - N40 - 1
Avacal - N40 - 2
Caid - N30
Calontir - N05
Drachenwald - N13
Ealdormere - W17 - 1
East - E06 - 1
Gleann Abhann - N12
Lochac - X01
Meridies - N03
Middle - W01
Northshield - E02
Outlands - W03 - 1
Trimaris - W17 - 2
West - W03 - 2


Archery Range
Loop not to scale
Handicapped Parking
Registration Parking
Battlefield Gate
West Gate
Merchant Area
Merchant Area
Store
Food Court
Dragon Trace
St. Lawrence Way
Services Area
EMS
Watch
Private
War Room
Oak Lawn
Great Hall
N01
Dragon Trace
Sedalia's Way
E01
The Strand
E02
E03
Low Road
Low Road
Low Road
E05
E06
1
2
E06
High Road
Brewer's Road
Chandler's Road
E04
Via Chingis Path
E09
E11
Hill Road
Bone's Nose
Brewer's Road
E12
E13
E14
E10
E07
E08
Great Eastern Highway
Howard's Fenway
E15
E16
E32
Willow Point
E19
BOG-U
E18
Autumn's Path
Hill Road
E17
E17
E20
Great Eastern Highway
E23
E22
E21
Good Intentions
Abandon Hope
E24
E27
Causeway
Myfan Way
Cul-de-Slack
E26
E25
Free Will
E29
E30
E30
E30
Free Will
Stony Trail
E31
Kindred Way
E28
Manuel's Folley
Timberwolfe Way
Buried Gas Line
Buried Gas Line
X01
Servant's Path
Woad Way
Low Road
Painted Wheel
W02
W03
1
2
Painted Wheel
X03
W01
Bow Street
Amphi-theater
Middle Eastern
1.
2.
3.
4.
5.
Rune Stone Park
W04
W05
Great Middle Highway
W06
Roman Road
W04
W07
W08
Runestone Path
Servant's Path
True Way
W09
Heralda's Road
W16
Showers
W11
W10
W12
W13
W14
W15
STP
Runestone Highway
W23
W17
1
2
Great Middle Highway
W18
W19
W20
Rhodes Scholar
Morgana's Way
Frogs Way
W21
Great Middle Highway
E
Mor

Town Square Area Key

1. Town Hall:
   Information Point /
   Lost & Found /
   ♿ Accessiblity Assistance
   (Across from Cooper's Store)
2. Playground
3. Pennsic-U Downtown Campus
4. Herald's Point
5. Showers & Laundry

- ✱ EMS
- ♿ Accessibility Assistance
- 🟥 Accessible Camping
- ▨ Non-camping areas
- ▨ Parking
- ▨ Royal encampments
- 🟩 X blocks
- ▨ Water
- ● Public Filtered Water Src.
- ↗ One-Way Roads
- ⋰ Foot Paths

Bus Routes

- ★ Transfer Point
- ▬ ▬ Main Loop
- ❙ ❙ West Loop

Service Area and Pennsic University maps available at PU Point.

Map Created by Aakin
Updated by Genoveva
Updated by Marit
Updated by Tananda

last edit 2026-Jun-5